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Media With Passion

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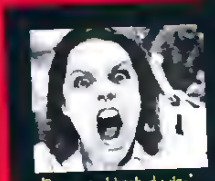
OUT TO LUNCH

Everyone at *Planet* is a legend in their own lunchtime. But what's their fave sarnie. Eh?

'Chocolate and cheese'
Adam

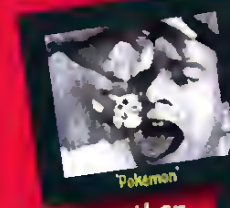
'Salt'
Alex


'Bacon and barbed wire'
Ali

'Faggot'
Ashley

'Blood'
Carra

'Welsh Whales'
Geraint


'Pokémon'
Jonathan

'Shampoo and conditioner'
Jez

'Sugar and spice'
Lou

'Bread'
Rich

'Sliced beaver'
Rick

'Houmous, lentil and mung bean'
Scott

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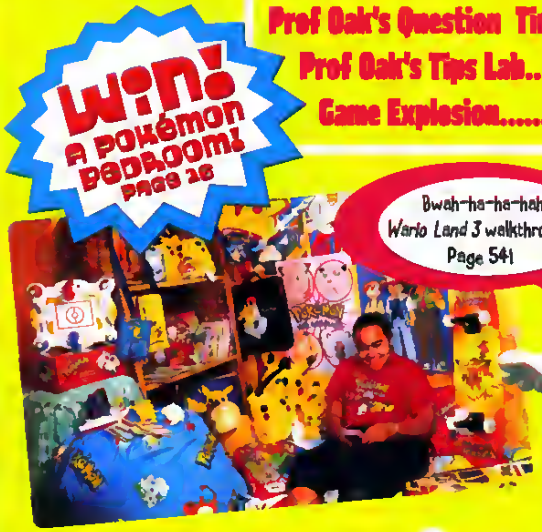

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Four poster paradise! In the middle of the mag!

Look at this little beauty!

Make your own Game Boy Advance! Page 461

WE NEED SLEEP!

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Ed's Bit

Hello chums! Look what I've got! Yes, it's no wonder I'm looking so jolly excited – I'm clutching a shiny new Game Boy Advance! Nintendo unveiled the latest in the Game Boy line for the very first time at the Space World show in Japan. And here it is! Actually, I lie. We did *try* to unscrew the restraining bolts when no-one was looking, but Pikachu caught us red-handed and kicked us out. He's pretty handy when push comes to shove, you know. So I suppose we'll just have to wait until the official release next July. In the meantime, why not cop yourself a feel of the sexiest little thing since Britney Spears with our actual-sized cut-out model!? (Of the GBA that is, not Britney...)

news flash

Break open the biccies and dip into this hot news!

IN-FLIGHT GB

PLANE GAMES TAKE OFF!

Shock, horror – you're taking off on your hols end you realise thet you've forgottee your Game Boy! What to do for the next eight hours while you're cramped in ecoeomy class?

If you're oe one of Siegapore Airliees' eew Boeing 747s, don't paeic. 'Cos from November they'll be fitting the Geteway Geme Boy into their planes' seets.

The Geme Boy hardware is already loaded into the plene's computer system aed there ere e renge of games to select; including *Pokémon*, *Merio*, *Zelde* eed more. New titles will be added as they're released.

Let's just hope they don't have *Win* ré Fres...

ADVANCE FINALLY UNVEILED!

GAME BOY GROWS UP.

FULL STORY ON PG.42

Thursday, August 24, 2000: the entire gaming community cries out 'I want one!' as the Game Boy Advance is finally unveiled.

Yup, after artists' impressions galore, the lid has been finally lifted on the real deal. And it's a real beauty.

Nintendo waited until their Japanese Spaceworld show to reveal their sleek and sexy little number to the planet. Only slightly bigger than the old Game Boy, it boasts everything we were hoping for and some hot-looking games.

A couple of weeks later, Advance (we're on first-name terms already) stopped off in good ol' Blighty at the ECTS trade show – and we got our sweaty mitts all over it.

And the mini marvel made a big impression: scooping three ECTS awards for Best Game (*Morio Kort Advonce*), Best Handheld Game (*Morio Kort Advonce*, again) and Best Multiplayer Game (erm, *Morio Kort Advance*). Not bad for a game that's not even half-finished yet!

Game Boy Advance is due to hit British shops next July. Price unknown at present. To say we can't wait is an understatement!

Three awards for the GBA and it's not even out for nine months.

The future is here: it's pocked-sized and a blueberry colour.

TEAM ROCKET LAUNCH AND STADIUM FINALS

TEMPLE OF DOME

Some people take Pokemon just a *bit* too seriously.

It had to happen sooner or later. The world's biggest crane and the world's most expensive tent joined forces for a day of utter madness.

On September 2, the Millennium Dome, Greenwich, saw the launch of the new Team Rocket trading cards. After the assembled throngs were deafened by a round of fireworks, thousands of cards fluttered from the ceiling (we spotted

PICK A POKé OR TWO

It was only a matter of time. Following in the footsteps of Disney, a Pokémon shop is headed for England.

The Pokémon Centre, selling everything from silverware to shampoo, will set up shop in London and New York after a highly successful stint in Tokyo, Japan.

As well as the usual toys and T-shirts, the shop is famous for selling many exclusive Poké-products such as a limited edition Pokémon Centre Game Boy.

The doors don't open 'til 2001, but it'd be wise to start queuing now.

the highly non-technical 'blokes with big sacks' hiding in the rafters).

And which cards were given away at the Team Rocket launch? Hundreds of bloomin' Basic Pikachus and energy cards! Humph.

But that was just the beginning. The Dome also played host to the European finals of the Pokémon Stadium Championship.

The Stadium competition confirmed that, yes, Britain is crap at Pokémon. To make matters worse – it was France that scooped the trophy – as if winning tha World Cup wasn't enough!

news briefs

We go through the laundry bins of the major gaming players...

GOING FOR GOLD!

About the time you're reading this (October 16, to be precise) those jammy American gamers will be playing *Pokémon Gold* and *Silver*.

If you don't fancy waiting until the official British release next Easter, now's the time to import a copy – because it'll work on your English Game Boy.

We're sure it'll be well worth it – with 100 new monsters, day and night modes, improved fighting, better graphics and lots more hidden stuff to discover.

Rest assured that *Planet Game Boy* will be grabbing a copy to give you the full story and an in-depth preview next issue.

EM@IL ON G@ME BOY

As we went to press, this little curiosity from Datel sneaked into the shops.

Once plugged into any Game Boy's cartridge slot, the World Port connects to a phone socket and allows you to send and receive emails!

The service is paid for with top-up cards, just like mobile phones.

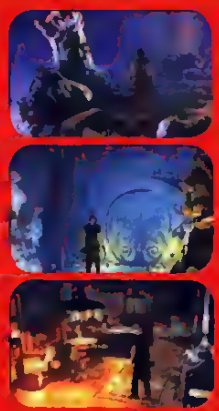
It also includes an address book, calendar, diary and calculator. Price, £25.

SCARED OF THE DARK

Feast your eyes on these gorgeous screenshots from Infogrames upcoming *Alone in the Dark: The New Nightmare*. And prepare your socks to be knocked off when you hear that these are screens from the regular Game Boy Color, not the new 16-bit Advance.

Infogrames' codies have pulled off some top trickery with the handheld's hi-colour mode to produce these amazing results that look dam close to the much anticipated PC version.

But we'll have to wait until early 2001 to find out how it plays. Stay tuned for more news next issue.

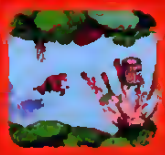


Tick... Tock... Tick... Tock...

any now!

All the good Game Boy stuff that's coming ever so soon!

"Welcome to the jungle we've got *Donkey Kong* games" – and no Guns and Roses, thankfully.



The Game Boy version features all the bonus stages of its older SNES cousin including this brilliant 'Indiana Jones'-style mine cart race! But that's not all – there's also a two-player Game Boy-only game!

Tick... Tock... Tick... Tock...

DONKEY KONG COUNTRY

OUT: NOVEMBER **FROM:** NINTENDO/RARE

Before you read on, first feast your eyes on the luscious screenshots on this page. Finished? Now get that jaw slackened and ready to drop, because this isn't a new Game Boy Advance title – it's coming to your Game Boy Color. Five years ago, when everybody thought sideways-scrolling platformers were getting duller than Ainsley Harriott's dishwater, Rare released *Donkey Kong Country* on the SNES.

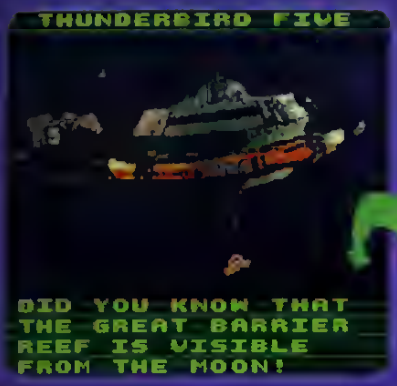
Thanks to the perfectly paced platform action and truly amazing rendered graphics, it sold by the banana boatload. And now those master craftsmen at Rare (responsible for greats like *GoldenEye* and *Banjo Kazooie*) have pulled off some amazing programming trickery to squeeze this classic onto your Game Boy.

The portable version features all the original levels and great gameplay – basically, Donkey Kong and little buddy Diddy leaping, swinging and swimming their way across tons of lovely-looking levels.

And now there's more. The Game Boy version features one- and two-player bonus games via the Link Cable and printable stickers courtesy of the Game Boy Printer!

We had time for a quick bash at the ECTS games show and it's safe to say we're just a little bit excited. Review next issue! (Please!)

Get to the (Joy) point Diddy – there ain't time to hang around!



"EVERY 20-YEAR-OLD'S FAVE TELLY SERIES IS COMING!"

THUNDERBIRDS

Altogether now, "Dum diddy dum, diddy dum, diddy dum, diddy dum, dum dum!"

OUT: NOVEMBER **FROM:** SCI

"Mayday, mayday calling International Rescue..." Yes, every twentysomething's fave telly series is on the Game Boy for the new millennium as part of a major new merchandising blitz. F.A.B. baby! The Game Boy title is (quite surprisingly – seeing as the Thunderbirds are supposedly dedicated to world peace) a shoot-'em-up, and gives you 24 levels and six environments to vertically and horizontally blast your way through. All generous enough but the cart's real Brains lie in the power you have to take control of all the Tracys' different craft. Including (it is rumoured) a secret sixth Thunderbird especially designed by Gerry Anderson for use in the videogame!

If that wasn't impressive enough, *Thunderbirds* also brings some of the most impressive cut-scenes ever glimpsed on a hand-held (you can't see the strings for one thing...) – some of the cart's game screens utilise up to 2048 (count 'em) colours! Throw in a load of bonus levels and you have a game that should foil The Hood and his dastardly plans once and for all...

We don't yet know if Lady Penelope will make an appearance (only Felicity Shagwell can top her sixties sax appeal) but regardless, *Thunderbirds* are most definitely "GO" (well, in November anyway!)

If you play the Game Boy too much you could end up like this!

Pocket Soccer lets you play the ball off walls and various other obstacles. A device that works extremely well.

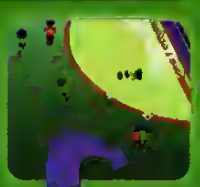
POCKET SOCCER

OUT: DEC 2000/JAN 2001 **FROM:** NINTENDO

This cracking soccer game was unveiled just before kick-off at ECTS – and already we're dribbling like little baby Beckhams at the prospect of it turning up at the office. Unlike so many other footie games, *Pocket Soccer* focuses on fast and furious action rather than 'realistic' gameplay.

The intuitive controls, variety of modes, sub-games and pitch types make your average *Pocket Soccer* match a real five-a-side frenzy.

And though the graphics aren't the greatest – the cart is as addictive as they come. If you can put this little chappy down, then you're better people then we are!


In spite of all the innovations and emphasis on fun – winning is still thrilling!

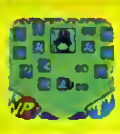
"WE'RE DRIBBLING LIKE LITTLE BABY BECKHAMS AT THE PROSPECT!"

"CLOSELY RELATED TO PIKACHU AND CHUMS' LATEST OUTING!"

'Catch 'em' mode in the *Little Mermaid* style...

DISNEY'S LITTLE MERMAID II: PINBALL FRENZY

OUT: DEC 2000 **FROM:** NINTENDO


Put your hands up if you thought *Pokémon Pinball* sounded a bad idea – that's pretty much everyone then!

Well, faster than you can say "actually it worked pretty well" comes this effort. This license of the straight-to-video anime features two tables, sub games and (as if you hadn't guessed) bears a striking resemblance to Pikachu and chums' latest vehicle. . Flippin' heck!

Actually, we played it at ECTS and it's shaping up far better than we had a right to expect. In fact, Richard had to fight off journalists (with his trusty pointed stick) from rival mags just to get a go!

Surprisingly this game's simply too good to sink without a trace.

Buffy, Xena, Aliens and Cannon Fodder ahead!

ANY NOW! Coming to your local software emporium soon...

CART COUNT DDWN

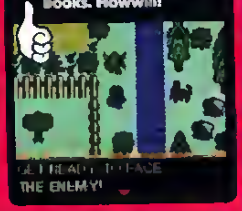
OCTOBER

>CROC 2
Hopefully improved sequel to the first crummy platformer.

>MICRO MACHINES V3 THQ
Game Boy finally gets an update of this top racer.

>PLAYMOBIL: LAURA'S HAPPY ADVENTURE Ubi Soft
Cutesy RPG featuring those little plastic people.

>ANIMORPHS Ubi Soft
Mix of RPG and platformer based on the vivid cult books. Howwill!



NOVEMBER

>MTV SPORTS: ULTIMATE BMX THQ
BMX biker TJ Lavin heads up this action-packed sim.

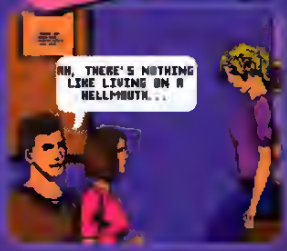
>DOUG'S BIG GAME Ubi Soft
Weird Disney cartoon becomes RPG/platform adventure.

>PLAYER MANAGER 2000 THQ
It's another Game Boy soccer sim. Footie fans rejoice!

>CHAMPIONSHIP MOTORCROSS 2001 THQ
Lovely-looking mud-slinging motorbike racer featuring Ricky Carmichael.

"Beware the Judderman when the moon is fat" – we're hiding behind the sofa already!

CUE KUNG-FU COMBAT, ADVENTURING AND SOME MEATY STAKE ACTION



BUFFY THE VAMPIRE SLAYER

OUT: NOVEMBER FROM: THQ

Buffy's a busy lass. Not only has she got a dreadfully complicated social life (she does play a bit of tongue-hockey with a pointy-toothed vampire bloke, after all) but her friendly little town has, once again, become the seat of some heavy vampire activity. Cue kung-fu combat, adventuring, and some meaty stake action. (That's *stake*, not *steak*!)

The Game Boy Color game will feature many of the show's main characters, including Buffy, Angel, Willow, Xander, Anya, Giles and Cordelia, and puts you squarely in the Buffster's boots as she battles against the bloodsuckers.

There are 13 levels to work through, all based on locations from the show, so expect a bit of a school-hall riot and some gloomy graveyard antics.

It'll be a scrolling beat-em-up sort of a thang, featuring stacks of detailed cut-scenes and lots of the tongue-in-cheek humour that made the the show famous.

Take a look at these colourful screenshots – we're sure you'll agree that they look the business. Buffy should be winging her way over here November-ish – see our review next issue!

COMING TO THE GAME BOY AS FAST AS HIS SANDALS WILL LET HIM

Watch out – that's a mighty chopper in his hands.

HERCULES

OUT: NOVEMBER FROM: TITUS

He of the flowing locks and the mighty sword is bounding his way towards the Game Boy Color, as fast as his sandals will carry him. *Hercules* also features an infra-red link-up option that allows you to unlock hidden levels in sister game, *Xena: Warrior Princess*.

That's not to mention the six major quests to undertake, and the variety of weaponry with which to do the job, including Herc's trademark sword.

Like *Xena*, it's also a combined top-down and side-scrolling adventure – full review next ish!

Eek! Dinosaurs! But how so? They've been extinct for eons.

The computerised Xena has piled on the pixels...

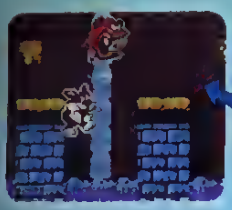
XENA: WARRIOR PRINCESS

OUT: NOVEMBER FROM: TITUS

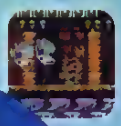
Another hard-as-nails heroine... us boys aren't getting a look-in here! *Xena: Warrior Princess* is a hack 'n' slash adventure in the, er, hack 'n' slash adventure mould. Featuring a very tubby, but amazingly fast, Xena this features an impressive variety of modes.

Alongside the top-down adventure scenario, there's also a dose of side-scrolling platforming and combat for variety, and the game links-up with its brother cartridge, *Hercules*, via the infra-red link atop your GBC. It's looking good so far, but the proof is in the pudding. Fear not though, we'll keep you posted!

Xena is dreaming all this apparently... Wake her up!



A red fish with pointy teeth! It's worse than a pack of beagles...



He runs! He jumps! He carves things out of wood! He's a foxy little fellow and no mistake.

TITUS THE FOX

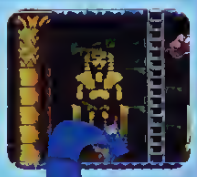
OUT: NOVEMBER FROM: VIRGIN INTERACTIVE

Virgin have a plan more cunning then a fox who's just been appointed Professor of Cunning at Oxford University – and you simply don't get more cunning then that.

You see, they've decided to resurrect the much-loved *Titus the Fox* series of platformers on Nintendo's baby.

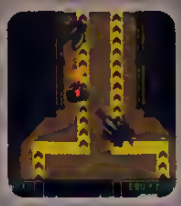
It's a side-scrolling platformer (there's a shock) but if it manages to capture the spirit of the original Amiga games it'll be above the run of the mill.

Featuring (it says here) unique cooperative gameplay, 17 levels and a sultry Moroccan setting, *Titus the Fox* should prove to be (ahem) very foxy indeed!



Ladders – never walk underneath them – it's awfully bad luck you know. Especially in exotic locations.

"TITUS THE FOX SHOULD PROVE TO BE (AHEM) VERY FOXY INDEED!"



"IT'S ABOUT TIME WE GOT A DECENT GAME BOY TITLE BASED ON ALIENS"

You can hold two weapons at once for some ace action!

ALIENS - THANATOS ENCOUNTER

Giz a kiss!

OUT: NOVEMBER FROM: THQ

Ouch! He shot me right up the exhaust pipe!

It's been yonks since the last of the *Alien* films but companies keep making games about them. Still, *Aliens* is arguably the best of the bunch and it's about time we got a decent Game Boy title based on it.

Thanatos Encounter puts you in the sweaty combat gear of a bunch of Colonial Marines charged with clearing a spaceship overrun with aliens.

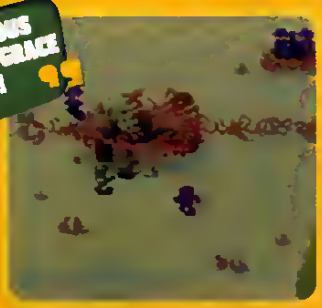
There's 12 top-down viewpoint levels, five different marines to control, all the classic alien types and more than a dozen different weapons. Which is nice.

It plays a lot like an old Amiga game called *Alien Breed*, so it should be top stuff. Get ready to dodge the acid in mid-November.

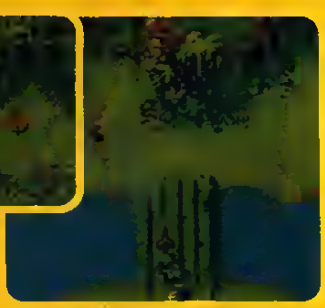
Taste hot lead you acid-spitting freak! On second thoughts... leg it!

"THE MOST GORGEOUS GRAPHICS EVER TO GRACE A GAME BOY!"

We've arrived at the enemy base but, dang it, we've run out of petrol.



Move the cross-hairs to make your men launch an attack.



CANNON FODDER

OUT: OCTOBER FROM: CODEMASTERS

War is hell. But as we all know, videogames make the art of blowing people up a curiously fun affair.

And war has never been so much fun as in *Cannon Fodder*.

It's taken five years for this 16-bit Sensible Software classic to make it onto the small screen – and it promises to be even better than its older brothers.

Boasting some of the most gorgeous hi-colour graphics ever to grace a Game Boy, Codemasters' conversion also includes some amazing cartoony FMV.

Like a stripped-down version of *Command and Conquer*, you control a crack team of soldiers dropped behind enemy lines with the sole purpose of destroying everything in sight.

There promises to be non-stop action throughout the 72 kill-or-be-killed levels, and there's a huge selection of hardware for maximum military mayhem including bazookas, grenades, jeeps, skidoos and tanks.

And the handheld version features new enemy AI, troop formations, bosses, and new areas to explore.

We've had a blast on a near-complete version and can confirm it plays like a dream. It's fast, smooth and works amazingly well with the direction pad instead of a mouse.

We can't wait to get a piece of the action! At ease.

Still to come... Spiderman! Chicken Run! Inspector Gadget!

ANY NOW! New games that we want now!

CART COUNT DOWN

>BLADE Activision
Scrolling beat-'em-up based on the original comic rather than the silly film.

>POWER RANGERS: LIGHT SPEED RESCUE THQ
The sad old superheroes bag themselves a platformer.

>BLADE Activision
Scrolling beat-'em-up based on the original comic rather than the silly film.

>HELLO KITTY'S CUBE FRENZY Ubi Soft
Tetris-like puzzler starring the cute Japanese pussycat.

>SCOOBY DOO: CLASSIC CREEPY CAPERS
Scooby snacks ahoy in this platformer based on the new cartoon movie.

>X-MEN: MUTANT WARS Activision
Let's hope this action adventure fares better than the boring beat-'em-up.

>TOM & JERRY IN HOUSE TRAP Ubi Soft
A madcap trap-setting strategy game with the famous cat and mouse duo.

>BUZZ LIGHTYEAR OF STAR COMMAND Ubi Soft
Action adventure based on the new series.

DECEMBER

>POKÉMON TRADING CARD GAME Nintendo
It's the card game on your Game Boy! Perfect for playing on a windy day.

>SESAME STREET SPORTS Ubi Soft
A bit pointless. Big Bird would win everything, surely?

>DINOSAUR'US EA
Rival to Ubi Soft's Disney license – surely it can't be any worse, can it?

"After a clutch of crappy titles, at last they've got it right."

Spiderman's on the World Wide Web these days.

SPIDERMAN

OUT: NOW FROM: ACTIVISION

Dam it! A review copy of *Spidey* came in just too late to review this issue, but it looks like it's going to be a web-spinning winner, just like its PlayStation relative.

After a clutch of crappy *Spiderman* titles on the Game Boy, Activision's programmers have at last got it right. They've managed to pack in everything that's in its PS counterpart – sticking to walls, swinging from lines, firing web balls, plus all those comic book baddies we know and love – into one tiny cart.

There are cut-scenes galore which perfectly capture the feel of the Marvel comic and detail the plot. The twists of which involves super-nasties such as Venom, Lizard, Doctor Octopus and Carnage, joining forces for some serious wickedness.

Enter your friendly neighbourhood crime-fighter, who must fight through six huge cityscapes to bring down the bad guys.

Spidey learns more attacks as the game progresses (including the Super Web Ball and Web Shield) and boosts to his health, attack and defence.

Great-looking graphics and animation are on the cards, too. It's already in the shops, but stick around for our review next issue.

"Spiderman, Spiderman, lost his knickers in a frying pan." The initial draft of the *Spiderman* theme tune had some way to go.

Now where's that rolled up newspaper again?

Well spank my monkey! It's a big tommy tank!

SWIV

OUT: WINTER 2000 FROM: SCI

The meaning of the name has been lost in the mists of time, but we can't forget the intense shoot-'em-up action that *SWIV* provided back in the 16-bit days when we were all in short trousers *(Still am - Ed.)*

Yes, it's an oldie but a goodie. *SWIV* was a breath of fresh air for vertically scrolling shooters because it gave you the chance to switch between a helicopter and a gun-toting jeep.

Forget the silly plot about stopping an alien race from blowing up the Earth, it's all about thumb-numbing action through deserts and jungles – armed to the gnashers with plasma weapons and a flamethrower.

We're praying for a faithful conversion. Let's see if the nostalgia can stand the Year 2000 test.

In 1990 a crack group of Amiga gamers went missing... You couldn't find them – 'cos they were playing *SWIV*.

He wears the same outfit to the shops, y'know.

BATMAN: CHAOS IN GOTHAM

OUT: NOVEMBER FROM: UBI SOFT

Would you Adam 'n' Eve it? Not one *Batman* game for ages and then two come along at once!

Chaos in Gotham is based on the excellent original animated TV series and is not to be confused with *Return of the Joker* (reviewed this issue) which is based on that weird *Batman of the Future* series.

Naturally it's a (wait for it) platformer, but it does have some lovely graphics that capture the stylish look of the disturbingly dark cartoon. And the Lycra-clad one has some cool Lara Croft-like moves on him, too.

Expect the full Bat-review at the same Bat-time, next Bat-issue, folks!

Fighting. On platforms. Again.

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PLANETGB NOV

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THQ

www.thq.co.uk

Any Now! Zillions of previews to the pound!

CART COUNT DOWN

>THE MUMMY Konami
It's a platformer based on the hit movie. Not an ironing sim.

>FLIPPER AND LOPAKA Ubi Soft
Underwater action based on new cartoon. Porpoise-built for the Game Boy!

>ANTZ RACING EA
Great-looking *Mario Kart*-type racer starring those loveable cartoon insects.

TBA 2001

>WOODY EXTREME RACING Ko
Another *Mario Kart* rip-off this time with the blue bird.

>MARIO TENNIS Nintendo
The N64 smash on the small screen. New balls please!

SPRING 2001

>POKEMON PUZZLE LEAGUE
Tetris Attack-like puzzler packed to bursting with Pokémon!

>WARLOCKED Nintendo
The first real-time strategy sim on a handheld!

>CRYSTALIS Nintendo
Ancient NES role-player gets the Game Boy treatment.

>AUSTIN POWERS "YEAH BABY YEAH" & "WHY MAKE MILLIONS?" Take 2
We kid you not. Two more Powers/Dr Evil 'games' are coming!

>ALONE IN THE DARK Infogrames
A survival horror game gets amazing treatment.

>ALICE IN WONDERLAND Nintendo
Curiouser and curiouser. It's another Disney platformer!

>LEGEND OF ZELDA MYSTERIOUS SEED Nintendo
The trilogy's shrunk to two but what a pair they'll be!

What's that hissing sound? My word, the sun's sinking into the sea! What, it does that every day? Weird.

IK 2000

OUT: OCTOBER FROM: STUDIO 3

How many other games boast levels where you must deflect bouncing balls with what looks like a dustbin lid? How many beat-'em-ups feature a cheat that drops the characters' trousers?

Put it this way – *International Karate* ain't *Street Fighter II*. It may look like a Jackie Chan comedy but deep down it contains some cracking combat action.

It's yet another golden oldie from the 16-bit Amiga era that us old duffers fondly remember with a tear in our eye, so we can't wait. And the Game Boy version features a two-player mode and a rumble pak!

Hiiyaaa!

Why is the Golden Gate Bridge red? It's not a joke, we're just curious. Anyone know?

"Go go gadget umbrellaaaaa!" The bumbling detective's gadgets never work.

INSPECTOR GADGET

OUT: OCTOBER FROM: UBI SOFT

Ah, school holidays. Riding your bike until sunset, water pistol fights, getting out of bed at 10.30 every morning to watch *Inspector Gadget*...

Thankfully, for this long overdue game, the programmers have stuck to the classic cartoon instead of that crappy film – and it shows in the rather gorgeous graphics. Yes!

Take control of the bumbling Gadget, super sleuth Penny or Brain the crime-fighting canine (the *real* hero) across five wacky worlds.

Let's just hope all those fancy gadgets work better in the game than they did in the TV cartoon.

All together now: "I'll get you next time, Gadget!"

"HOPE ALL THOSE GADGETS WORK BETTER IN THE GAME THEN THEY DID ON TV"

The Inspector's certainly got a spring in his step today.

Can I be your dog? No but you can play as the Grinch's.

THE GRINCH

OUT: DECEMBER FROM: KONAMI

Recently the Game Boy has played host to everyone from *Aladdin* to *Winnie the Pooh*. But what has the world's greatest handheld got in return? Lots of very average platform games.

Now at last there is a game on the horizon which belongs to an increasingly rare breed – the imaginative license. Hurrah!

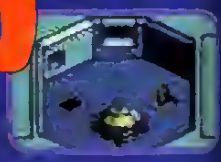
The Grinch is a tasty mixture of *Metal Geor Solid*-esque stealth-'em-up and *Pacman*-style arcade action, with a nice sideline in twisted humour.

We'll be featuring it next issue where you'll discover if the cart – based on the Xmas film staring Jim Carrey and based on the Dr Seuss fairly-tale(!) – is a cracker, or a real Christmas turkey.

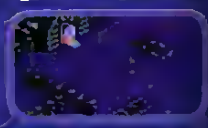
Collect all the presents up and you make the little girls cry!

It's a easy night to steal C'mas!

You think you're an Astronaut but you're really a chicken.



CHICKEN RUN



OUT: NOVEMBER FROM: THQ

What puns are there still to be wrung from *Chicken Run*? Rocky and Ginger attempt a coup! They'll escape or die frying! Who dares wings! Pah! The poultry list goes on.

But as a further question, how many platform/puzzle games can you stuff onto a handheld console? Well, THQ reckon there's room for another, hence this game based on the egg-cellent film. Ho ho!

We're promised puzzles and platforms aplenty (and probably lots of chicken pie-in-the-sky). But we'll wait until we get a copy before we decide if it's finger lickin' good or ripe for a roasting.

"FINGER LICKIN' GOOD OR JUST RIPE FOR A ROASTING?"

THE FUTURE
Everything you need to know about the next generation of Nintendo gaming is in the latest issue of GamesMaster!
See Mario on Gamecube and find out how good Game Boy Advance's launch line up is only in Britain's best selling multi-format mag!
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TALK BACK

It's a hotbed of debate, discussion and deliberation. Yep, more crap letters...

YOU'RE BACK!

When I obtained my Game Boy Color I was over the moon and decided to locate a decent mag to keep me informed of new releases etc. I was lucky enough to find issue #1 of *Planet Game Boy*, which I found to be very informative with excellent reviews.

As time went on though, I visited the newsagents only to be told that the mag was no longer available. Then, much to my delight, whilst browsing at the newsagents at the weekend, I found issue #3. Wow! Could it be that there is just a long (very long) gap between issues? If it is a continuation, why the long break and when will issue #4 be out?

This is such a great mag, even my other half (who doesn't play Game Boy games) reads it.

Also, when I buy Game Boy Color games they come without a plastic protector case. Do you know where I can get hold of some? Congrats on your fine magazine and long may it continue.

Lou, Cornwall

Er yes, it has been rather a long time, hasn't it...? All to do with very important people in suits making very important decisions – believe me, you don't want to be bored with the details. Anyway, the good news is that we're back for good now. Hurrah!

You're reading issue #4 right now, and issue #5 goes on sale on 14 December. Just in time for Christmas.

We're not aware of replacement cart cases. Bit stingy of Nintendo to stop supplying them with GBC games, we reckon. **Ed.**

AT WHAT PRICE?

In the Summer 2000 issue there was a letter about cartridges with 52 games or more that are illegal. People will be tempted to buy these cartridges as good games are £24.99 each. If you bought a cartridge you'd save a large amount of money.

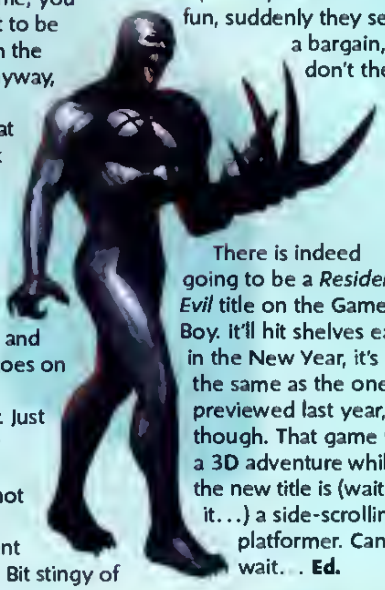
Also, several months ago there was loads of stuff about *Resident Evil*. Is it out in the shops? I've been keeping an eye out but never find it.

Helen Quinn, London

Ah, that old chestnut – if games were cheaper there'd be no reason to pirate them.

You might try to justify copying games due to the high price, but the point is, it's still illegal. Whether you chose to be an upstanding, law-abiding citizen or a ruthless criminal is up to you...

We reckon the best games *are* worth the price. Take *Zelda* or *Wario Land 3* or *Tetris*. They offer weeks – no, months – of play. So when you divide the price by the amount of fun, suddenly they seem a bargain, don't they?



There is indeed going to be a *Resident Evil* title on the Game Boy. It'll hit shelves early in the New Year, it's not the same as the one previewed last year, though. That game was a 3D adventure whilst the new title is (wait for it...) a side-scrolling platformer. Can't wait... **Ed.**

SHOOT 'EM ALL

Someone please shoot Pikachu! I know he's supposed to be cute and cuddly but my God, Pika-chu Pika-pi-chu! Aaaaaaggggghhhh! The game is fun but the hype is just awful. Pokémon cards, Pokémon T-shirts and I suppose they probably have Pokémon toilet paper?

There is, however, one use for Pokémon cards that I've found – art homework!

Chopping them up has never been so much fun! As for the newest game: *Gold*, I suppose they'll have Platinum next staring Ku-chi-koo and Wazzi-wazza-doo-dah!

Who makes this stuff up? It warps minds. Please could someone do the world a favour and burn the little buggers straight to hell?

Mark Borkum, Hove

No doubt you'll be ecstatic to discover that we have a feature on all the wonderful Pokémon merchandising you can go out and buy in this issue. It starts on page 16. Enjoy! **Ed.**

I CHOOSE MEW

Please tell me if you know this. I've heard that for British gamers to get Mew (from *Pokémon*) you must have it downloaded onto a British cart of Pokémon.

1. Is this true?
2. When can I do this?
3. How much?
4. Is there a chance of losing your saved game by doing this?

Many thanks for reading this. I hope that I can get Mew.

Stephen Hewitt, Rhonda

Right. Listen up, and listen good. We've had tons of letters on a similar theme – how can I get Mew? How indeed?

1. First off, Game Boy games are not country protected, so it doesn't matter where you bought your Game Boy or the games. They all work just fine together.

2. To get Mew you have to either trade with a mate (fat chance – who's going to trade him!) or download it from Nintendo at a special event. But I'm afraid you've missed the boat – this time around at least. Nintendo gave out a batch of Mews during the summer on their Pokémon roadshow. (The last one was dished out at the

WHAT A SITE!

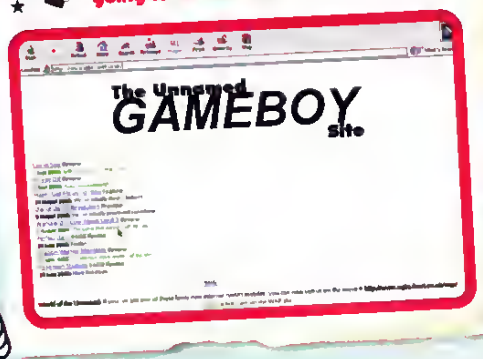
Star Letter

Will there be a section in *PGB* at any point in time in the future for readers' GB-related Web sites? Here's mine to start you off:
http://www.ugbs.fsnet.co.uk

It's called the Unnamed GameBoy Site, we update it as often as possible, have a chat room, WAP site (you know, for the kind of people who want to be at the height of technology) at http://www.ugbs.fsnet.co.uk/wap /index.wml and the obligatory high scores page.

Mark Kelly, Poynton

Nice site, Mark. Here, have a prize for going to all that effort. Ed.



Millennium Dome in London – check out the news pages.)

3. You couldn't buy him for a million pounds. On second thoughts...

4. No. It's just like trading, you won't damage the game.

It has to be said, Nintendo have been a bit crap when it comes to publicising these events.

But there is another – slightly underhand – way of getting hold of Mew, and that's by using a cheat cart, such as Action Replay from Datel or Xplorer from Blaze. By entering a special code, these effectively trick your cart into thinking that Mew has been downloaded. Sneaky, eh? **Ed.**

GAME BOY CONVERT

It's great that brilliant PlayStation games such as *Tomb Raider*, *Metal Gear Solid*, *Grand Theft Auto* etc are now available for GBC. As most people who have a PlayStation are now awaiting PlayStation2, and so sequels of excellent games are being postponed, Nintendo could maybe try and get PlayStation's developers to make GBC versions of other console faves.

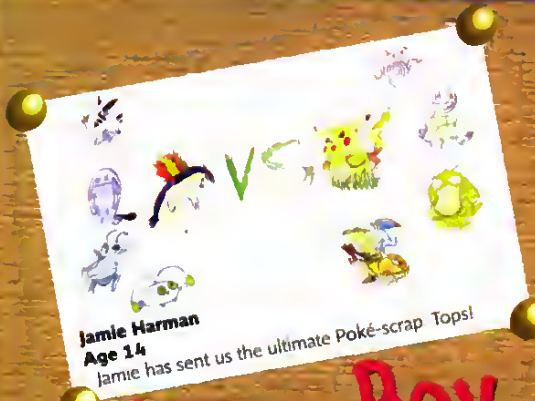
Although GBC is obviously not as powerful as PlayStation, if Nintendo can make a success of *Tomb Raider*, why not other complex games? Wouldn't it be great to see the *Final Fantasy* series return to the GB, where it first began?

And as platform games have been given a new life by GBC, surely *Crash Bandicoot* would be an option. It makes you wonder what GBC developers have got in store for GBC. Any info?

Daniel Boyd
London

Games like *Metal Geor Solid* and *GTA* are owned by independent companies, not Nintendo or Sega, so they can publish titles for whatever system they like. *Crosh Bandicoot* on the other hand, has for a long time been exclusively licensed to Sony... So, up until a few weeks ago, we would have laughed in your face if you said *Crash Bandicoot* was coming to the Game Boy. But, just as we went to press, Konami and Universal Studios (*Crosh's* developers) signed a deal to bring the platformer to the Game Boy Color *and* the Advance. It looks like somebody out there was listening to you, Daniel. **Ed.**

Game Boy gallery



Jamie Harman
Age 14
Jamie has sent us the ultimate Poké-scrap Tops!

Tony Robery
Age 11
A greaaat pic from Tony!

James Edwards
Age 6
Cheers for the GBC, James!

Kris Edgar
Kris sent us a kracker!

Laura James
Age 10
This is poptastic, Laura!

Victoria Emerson
Victory for Victoria and her Vileplume!

send me your stuff & win!

MAD CATZ

Got something interesting to say? Just finished a fantastic piece of artwork? Or perhaps you've just got a tedious list of questions you'd like to ask? Whatever it is, send it in to me, the Ed, at:

Talk Back,
Planet Game Boy,
30 Monmouth Street,
Bath BA1 2BW

Or, if you've got one of those computery things, email it to:
planetgameboy@futurenet.co.uk
Make sure you mark it 'Talk Back' in the header line.

Best letter wins a brill bundle from Mad Catz (☎ 01992 707 400) including a rechargeable battery pack and accessories.

Win this room!

(well the stuff in it)

EVERY Pokémon PRODUCT EVER MADE

(well, almost)

Roll up for the biggest prize giveaway *Planet Game Boy* has ever seen! To celebrate the video and DVD release of *Pokémon The First Movie*™ on October 23, we've got more than 70 different Pokémon products up for grabs – from stickers to skateboards – and just ONE person will win the lot!

The lucky blighter will also win a super combined TV/video unit in bright Pikachu yellow and a copy of the video, thanks to Warner Home Video.

Yes, our winner will walk away with everything featured on pages 16 and 17 (except the girl and the furniture) so you can turn your own room into a Pokémon™ shrine! But runners-up needn't worry. We have five copies of the *Pokémon the First Movie*™ video to give away to you less lucky people too. Aren't we kind?

THE QUESTION

Which two Pokémon battle it out in *Pokémon The First Movie*?

A) Geodude & Graveller
B) Mewtwo & Mew
C) Laurel & Hardy

Bung your answer on a postcard along with your name & address, phone number and cash bribes (only kidding).

SEND TO:

A Big Pile of Pokémon!, *Planet Game Boy*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Gotta catch 'em all!
Pikachu, I choose You!
It's Mine! All mine!
Oh, alright, you have it!

Win this room!

Including the stuff in it!

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Make sure you leave space for this state-of-the-art yellow gogglebox/video thingy™. You need never leave your room again! *(That's a good thing? – Ed.)*

STATIONERY & ART EQUIPMENT

Be the coolest dude in school with Pokémon stationery including pencil cases, personal organisers, notebooks, folders and backpacks. Then put your pens and pencils to good use with the poster art kits, tattoos and sticker sets. (**£2.99** to **£12.99** Universal Concepts ☎ 0208 205 5550)

BATHROOM PRODUCTS

Now there's no excuse not to wash, with these great Pokémon bath-time buddies! Includes Game Boy-shaped bubble bath, a Meowth toothbrush and beaker holder, Pikachu toothbrush holder and Pikachu foam bath. (**£2.49** to **£4.99** Grosvenor of London ☎ 0207 470 1900)

BOOKS

Read all about it! There are 14 Pokémon books here, including the *Official Pokémon Handbook*, short stories, quiz books and the *First Movie* adaptation. Budding young businessmen and women can check out the *Pokémon Funfax* with sections on how to draw Pokémon, plus gorgeous pictures to colour and a diary. (**£2.99** to **£5.99** Dorling Kindersley ☎ 0207 836 5411 Scholastic ☎ 0207 421 9000)

ELECTRONIC TOYS & GAMES

We hope you've got lots of batteries, you're gonna need 'em. There's a talking cuddly Pikachu, *Thundershock Challenge* pinball game, *Pokémon Challenge* spinning top game, *Battle Arena* game, walkie talkies, a camera, electronic *Pokédex*, plus lots more. (**£4.99** to **£24.99** Tiger Electronics ☎ 01423 501 151)

POSTERS

Stick these superb Poké-posters all over your room! (**£1.99** GB Posters ☎ 0114 276 7454)

BAGS

These cuddly Pikachu bags come in various sizes and store everything from a Game Boy to a pair of pyjamas! (**£4.99** to **£14.99** Golden Bear ☎ 01952 608 308)

CARDS & STICKERS

Join the collecting craze with this range of Pokémon sticker sets and albums, plus trading cards with binders to keep them all spick and span. (**50p** to **£3.99** Topps Europe ☎ 01908 800 100)

SKATEBOARD

You could be the next Tony Hawk with this Pikachu deck! (**£16.99** MV Sports ☎ 0121 748 8000)

BED COVER & BEANBAG

Is that *Action Man/Barbie* duvet getting a bit moth-eaten? Well, now you can cuddle up with Pikachu and chums with this duvet pillowcase and valence set. Also available are Pokémon curtains and a beanbag! (From **£14.99** Zap ☎ 01257 230 044)

GAME BOY CARRY CASES

Three Pokémon carry cases to keep your Game Boy scratch-free. They come in three sizes. (From **£7.99** to **£9.99** Planet Distribution ☎ 01992 707 400)

T-SHIRT

In startling Pokémon red, this T-shirt comes in one size that will fit all (except if you're really small or fat). (**£9.99** Blues Clothing ☎ 0207 371 0325)

OUTDOOR EQUIPMENT

Take to the skies with a stunt kite (mind those pylons, kids) or hide out in the garden with a Pokémon pop-up tent. And keep your room clean with a Pokémon Pop-Tidy. (**£7.99** to **£19.99** Worlds Apart ☎ 01208 77290)

THE RULES

1. No purchase necessary. If you're reading this in the shop you really ought to buy it, you tight-fisted little.. but you don't have to. You really should, though
2. Only one entry per reader. We get it all the time the same postcards from the same place, written in the same handwriting
3. Be quick! The closing date is November 24
4. Employees of Future Publishing and all companies associated with this giveaway are not allowed to enter. That would be unfair.
5. The editor's decision is final. He likes these power trips. God help us all.

A big thanks to all the companies who sent us their fine products: Scholastic Ltd, Topps, Zap Ltd, Universal Concepts, Tiger Electronics, Grosvenor of London, Golden Bear Products, MV Sports and Leisure, ALS Industries, World's Apart Ltd, and Warner Home Video. And cheers to Bianca Evesham. You're a luv!

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N64 MAGAZINE

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MARIO TENNIS

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REVIEWS

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Pokémon Pinball!

As part of a government clampdown on bad jokes, we were challenged to write this review without the use of pinball puns. Flipping he.... *(Careful! - Ed.)*

Combining two tried and tested products into one doesn't usually work. (Chocolate pretzel, anyone?). You would have thought, then, that splicing together pinball and *Pokémon* would produce a similarly sickening result.

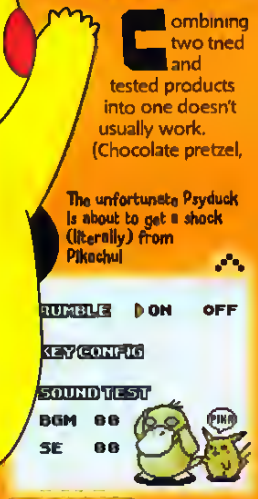
So imagine our surprise when up pops not only a decent pinball game but also a fine *Pokémon* product. Albeit a very hard one.

You see, the great thing about *Pokémon Pinball* is that it brilliantly combines the fast 'n' furious fun of pinball and wraps it in a sweet Pokémon-encrusted coating.

But the not-so-great thing is that it's very, very hard. There's no doubting that *PP* is a very cute little package though. You can catch, train and evolve your monsters just like the regular Game Boy adventures, albeit on a pinball table two screens high.

And, instead of just looking pretty, the Pokémon have a clear purpose. For instance, Pikachu will blast your ball back into play if it strays to one side and the ball itself is a Pokéball.

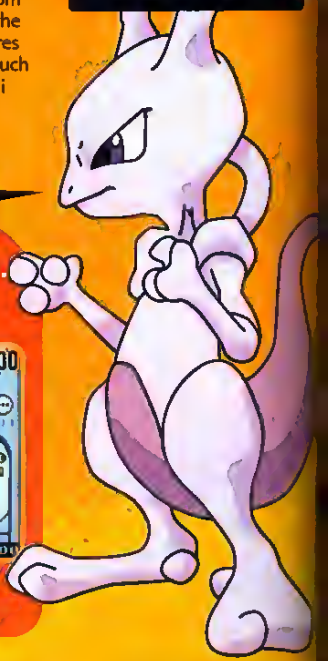
There are two tables to choose from – Red and Blue – and each contains its own locations lifted straight from the Pokémon planet. At the start of each game, pictures of the town, routes and such blur by on the table's mini screen for you to select.



The unfortunate Psyduck is about to get a shock (literally) from Pikachu!

FEATURES

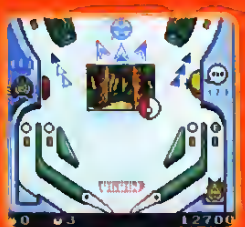
BLACK & WHITE?	✓
SAVE GAME?	✓
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✓
TRANSFER PAK?	✗



TiP To calm down an erratic ball, catch it in the hinge of an open flipper. As long as you keep holding the flipper open you can keep the ball there as long as you like. It's not cheating. Honest!

CATCH A CRITTER!

Bagging a Pokémon in *Pinball* is easy enough. Once you've uncovered a critter, you've got two minutes to bash it into submission (or knacker it out).



Activate Catch 'Em Mode by slinging the ball around the table's right-hand ramp three times.

On the Blue table, it's Cloyster's gaping gob which must be targeted to begin the process.

The Pokémon will appear in mid-air – ready and waiting to be blasted...

Boldly up the high score table we go – the difficulty in *Pinball* is set to Everest!

You see, the Pokémon aren't spread randomly throughout the game. You must 'travel' to each area and hunt them down on their home turf. For example, you'll only find rare Pokémon like Tauros in Safan Zone. If you're lucky.

Once you've landed in an area, it's time to start a' huntin'. Thankfully, the techniques of catching and evolving Pokemon are the same on each table. Except Red makes it much trickier because it's so difficult... Capture three Pokémon in an area and you move on to the next, where you repeat the process until you move on again, and again... And that's it. It may not sound a lot but there's so much crammed in here, it'll keep you busy until the next millennium (well, maybe not *that* long). *(No pinball puns so far. I think we're going to make it! – Ed.)*

Still, if the thrill of *Pinball* wanes you can always amuse yourself with the mini games. There's Meowth's stage, where you must whack the hapless puss until he drops his hoard of coins, and a *Breakout*-type wall basher featuring Digletts. But the bonus games aren't just there for show. Success will give you a shot at bagging Mewtwo! And it's not until you've found all 151 Pokémon that the game will be over – and that will take you ages. Why? Because it's blimmin' hard. Yes, we can't avoid the subject any more. You'd better invest in a rubber protector for your Game Boy because *Pokémon Pinball* will have you throwing it across the room

it will take you hours to make it to the bottom of the high score table – and that's just on Blue. Whilst Red is something else entirely. The layout of the tables is such that the ball seems to spend most of the time heading down the gutter! Newcomers will drop the ball more often than a third division goalkeeper, and there aren't any continues to back you up. However, it's a great feeling when you capture an elusive creature – and worth the effort you have to put in.

It's just a pity that the game doesn't reward you with anything but points.

A few secrets to unlock wouldn't have gone amiss, but as a pinball game *PP* works and with Pikachu and chums – it's a different ball game. *(Aoooogh! – Ed.)*

NEXT GENERATION

If you thought Catching 'Em was tricky, try this for size. Evolving is a much longer process, you must hit specific tiny targets to make experience counters appear...

On the Red table, Ditto will disappear to reveal a hole. Target this to begin the evolution process.

Change your old, clapped out Geodude into a new Graveler!

Then get ready to begin all over again... The game is never ending.

OK IN B&W?

Yep. You'll lose the lush colour but the game's still the same. A rock hard Pinball Wizard...

The world is full of choices, Red or Blue, Coke or Pepsi, Billie or Britney...

"How heavy is a Golduck?" I hear you cry. All questions are answers, a half-full piece of string is worth two in the bush. Indeed.

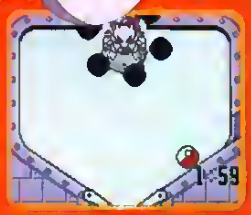
IT'S A BRUCIE BONUS!

You'll need to play these bonus games if you want big points. There are two sub-games per table, and when you complete them you'll get a shot at catching Mewtwo. Very tricky!

The Blue table's first bonus game. Pelt Meowth with the Pokéball, and he'll drop coins. Grab 'em all!

See the Seals in the sea? Bop them on the bonce with the ball 20 times to clear this stage.

The Red table's first bonus stage involves hitting the Digletts to uncover Dugtrio. Hard.



The mutant monster is a tricky beastie to catch, mainly thanks to the tough time limit... Nothing's easy!

VERDICT

LOOK 'N' FEEL
Smoother than a baby's bum buffed with a Brillo pad. (Ouch!)

GAMEPLAY
Perfect for a quick car trip or a long-haul flight. Top fun.

LIFESPAN
Buy lots of batteries because you're gonna need them!

DIFFICULTY
Tougher than month-old cheese but it still doesn't stink.

RATING 90%

REVIEW

PRICE: £24.99
FROM: UBI SOFT
TEL: 0208 9449000
ON SALE: NOW

In *Jungle Book* you can almost smell the monkey poo.

Mowgli may be just a bunch of pixels but he's got character. And a very skimpy loincloth!

JUNGLE FACTS

Or, more probably, jungle fiction. You decide.

After Walt Disney died, his head was frozen, in the hope that one day science will allow him to live again.

Kipling wrote the *Jungle Book* in a break between making some of his exceedingly good cakes.

The Jungle

Want to walk like the animals and talk like the animals? You do? What a stroke of luck.

Disney cartoons are a bit like ice creams – everybody has their own favourite flavour. But do you go for *The Lion King*, with its raspberry ripple (and slightly Shakespearean) story of family betrayal, reconciliation and cuddly lions? Or how about *Pocahontas*, with its delicious mix of mint choc chips and forbidden love? Or *101 Dalmotions*, with a litter of pops as adorable as the combination of sticky toffee and banana?

But like vanilla ice cream, almost everybody will agree that *The Jungle Book* remains the best Disney movie of all time

It has, for one thing, the most memorable set of characters (once you've been introduced to Baloo the Bear, Bagheera the Panther and King Louie of the Apes, you'll never forget them). And it has the all the best songs (*The Bore Necessities* and *I Wanno Be Like You* are undisputed classics) In fact, if you've never seen *The Jungle Book*, go and grab the vid immediately. You don't know what you're missing.

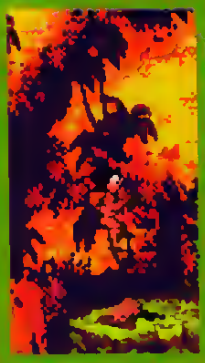
While it has its flaws, *Jungle Book* the game at least manages to do justice to the film in the looks department. Our hero is Mowgli, the young boy who was raised by wolves in the Indian jungle. Mowgli looks as adorable as ever, with plenty of frames of animation and – crucially – he also has the right colour pants on (orangey red)

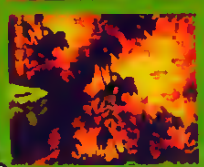
The jungle background is also fantastically atmospheric. It's a huge rainforest silhouetted against the most gorgeous sky you've ever seen. In terms of graphics alone, *The Jungle Book* is one of the finest Game Boy titles to date, with more jungle atmosphere than a bag of KP monkey nuts.

Gameplay-wise though, things stick to the tried and tested. Yes, it's a sideways-scrolling platformer

TIP

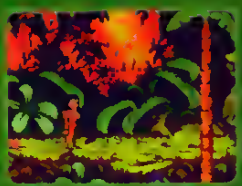
The Jungle Book has no save game feature. Instead, you get a password at the end of each level. And guess what? Just in case you're more stupid than someone who has flushed their brain down the toilet, here's the passwords for levels two to five: RT1V, S2U2, M64*, Y9RL. Just don't say we never give you anything, eh?



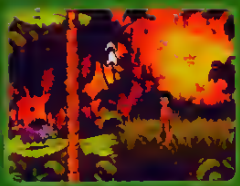


HOGWASH

If you want to rumble in the jungle effectively you'll need to enlist the help of friendly beasts...

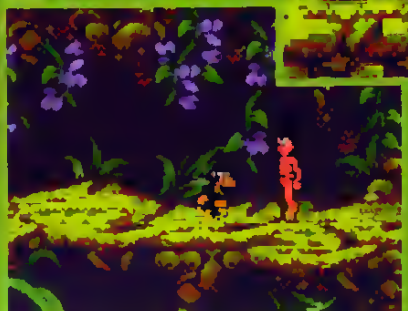


Any creatures great and small will do – can't see anything around to help us yet though...



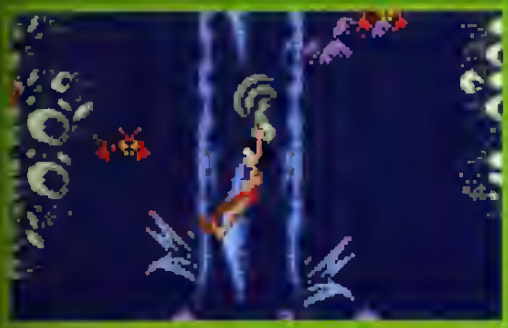
Ahal Chuck a banana into the bushes and a hog comes out of his hidey-hole.

Then – yoinks – you can leap on his back, and trampoline up to the platform above. Arf!



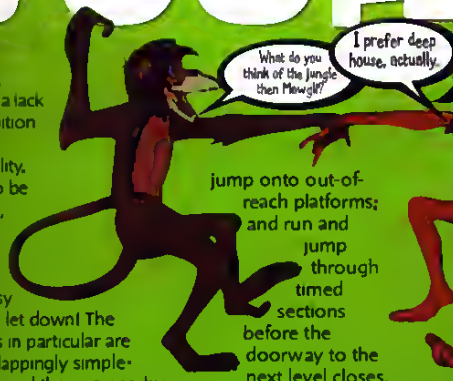
This cheeky chimp is on hand to provide Mowgli with tips. That's PG Tips! Oh hoh! (Sorry.)

Here's Mowgli modelling the latest in outdoor activity wear. They're made from the finest natural ingredients and are a bit smelly!



Well he may be the King of the Swingers (a jungle VIP) but that red bat doesn't look like a loyal subject.

BOOK



Which, frankly, shows a lack of ambition and originality. And, to be honest, the game's also too easy. What a let down! The puzzles in particular are head-slappingly simple: pick up and throw a nearby banana to any monkeys blocking your way, fill appropriately placed bags with a couple of nearby rocks to open doors, use the things that look like hairy pigs as trampolines to jump onto out-of-reach platforms; and run and jump through timed sections before the doorway to the next level closes. How exciting! I mean, really!

If that wasn't enough it seems that nothing – other than the layout – seems to change between levels. The game suffers badly because every stage is set in the jungle. Instead, each one is the same old routine of throwing bananas, rushing through timed doors, and following arrows. And when you're racing through the levels like the rush to an ice-cream van on a hot day, this is not particularly great news.

In fact, *The Jungle Book* is so easy that you have to assume that it has been written with 'the kids' in mind – kids, that is, far younger than anyone mature enough to check out a fine magazine like *Planet Game Boy* before forking out twenty-odd quid for a Game Boy game.

If you like your games really, really easy, *The Jungle Book*'s just fine. If you like a bit of a challenge though, then go for something else instead.

The map screen shows your progress through the jungle terrain. (Obviously, Mowgli's head is not to scale.)

Mowgli engages in a spot of social climbing. The creepler)!

It's 'Spot the Mowgli' time! Ten pounds to the first reader (*No there's not, don't even go there – Ed.*) who can spot our dashing hero. Good job he's not wearing camo trousers, eh?

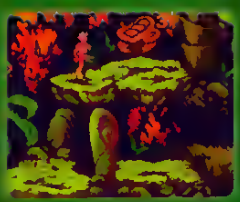
FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

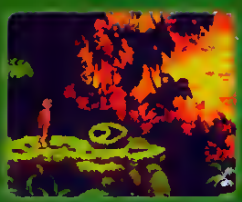
THE LAW OF THE JUNGLE

Playing *The Jungle Book* is as easy as tying your shoelaces – provided someone shows you how to do it in the first place. So let *Planet Game Boy* take you by the hand and guide you through the three main ins-and-outs of jungle know-how.

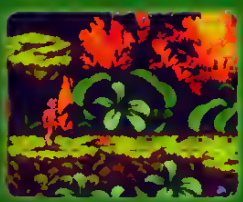
1a. Found a door that's locked? Oh well, best give up and go home then. But wait! Look around for a nearby bag and a clump of rocks. We'll have you out of this fix before you can say, "That's it. I'm off."



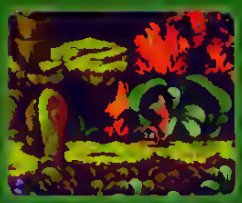
1b. Chuck three rocks into the bag and you have one open door.



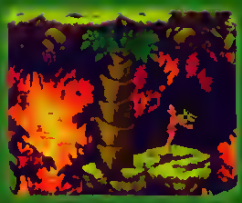
2a. An arrow! That must mean a door has opened somewhere...



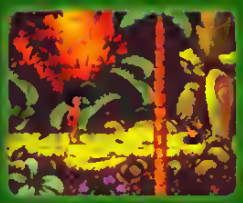
2b. It'll only be open for a short time, though. Run!



3a. Find an out-of-reach platform, and chances are, someone nearby will be able to give you a lift.



3b. Don't be scared! This thing – whatever it is, exactly – will propel you up into the sky.



3c. Now you can return to your adventures. And if you get stuck again... Er, don't ask.

VERDICT

LOOK 'N' FEEL
Beautiful graphics, which do justice to the gorgeous cartoon.

GAMEPLAY
You'll pick up it all up on your first gam – it's shockingly simple!

LIFESPAN
You'll whip through the thing quicker than butter melts in the sun.

DIFFICULTY
Easy until you reach the later levels when it just gets infuriating.

RATING 69%

REVIEW

Reviewed by Ashley

PRICE: £24.99

FROM:

TEL: 01895 456789

ON SALE:

TIP Here's a helpful and handy hint – bash the A button and hold right until you win. Or, you could always hold down and bang the A button until you win. And there's always the option to repeatedly whack the A button and... *(We get the idea – Ed.)*

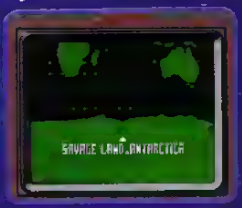
You know what they say about London – all the streets are paved with Toad!

When particularly annoyed, Apocalypse favoured the infamous 'nose pinch' attack!

IT'S ALL X-RATED

Though there isn't much of it, *Mutant Academy*'s static artwork and in-game screens really help add atmosphere to this very average title.

Closer to the comic than the film but still not very good...



...these screens are as good as it gets. God help us!

X-Men: Mutant Academy

It's like *Police Academy* really, but with mutants instead of that guy who could make sound effects with his voice.

A good beat-em-up should be rock-hard – it should make you scream with anger before making you have another go. You should be playing until somebody has to prise the crushed, twisted mass of plastic that used to be a Game Boy from your trembling, sweating hands. *X-Men* doesn't do any of that, due to a terrible, fundamental flaw. It looks nice, though.

It's a beat-em-up by Crawfish, the same people who did *Street Fighter Alpha*, but not as good. You can play as 11 different X-People, with two extra characters (Phoenix and... that would be telling!) that you can unlock later on.

There are some good-looking arenas, and the character graphics are well-drawn – Sabretooth is big and mean, and Storm is worryingly foxy for somebody only a centimetre tall. Toad looks really stupid though, and he fights by waving his foot as if he is trying to shake off a piece of sellotape that has got stuck to the bottom of his shoe.

No matter who you are, you have two basic moves – punch and kick – and a couple of special attacks which you probably won't bother with, as you can win any match by holding 'down' and pressing A very quickly. In fact, you can probably win by waving the Game Boy in the air, but I didn't try it. There's a difficulty level, but it doesn't seem to do anything.

Although the link-cable option promises to prolong your interest a bit longer, the game still boils down to hitting A as fast as you can.

X-Men is fine as a thumb workout, but as a game it's a missed opportunity.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✓
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

TOAD'S USELESS MOVES - IN FULL

Some of the fighting moves in *Mutant Academy* wouldn't even wind Michael Flatley – what's the use of a beat-'em-up that makes *Come Dancing* look like *Nightmare On Elm Street*. Call yourself mutants? Ha!

Here, Toad suddenly realises that he is wearing paper bags on his feet. He is so astonished that...

...he does a bit of breakdancing. The mad fool. Alas! He dances too hard, and...

...with a loud tearing sound, his trousers split. "Not to worry", he thinks to himself...

..."I'll do some ballet instead". Meanwhile, his opponent watches in horror.

VERDICT

LOOK 'N' FEEL
Comic-book scenery and attractive cartoon graphics abound...

GAMEPLAY
Hit A repeatedly to win. Keep going until you get bored. Won't take long!

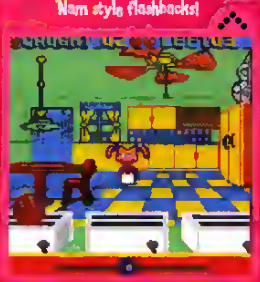
LIFESPAN
Anything from half-an-hour to, ooh, around forty-five minutes.

DIFFICULTY
You could finish this with your eyes closed in about 30 mins.

RATING 52%

REVIEW

The cookies come a-flying at you from all directions. Watch out! This bizarre game could induce all sorts of horrific Nam style flashbacks!



PRICE: £24.99
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TEL: 01933 461070
ON SALE: NOW

FASHION PARADE

Match yellow lipstick, with a blue and pink stripy jumper and and you'll soon have the fashion police on your trail, although Raptar thinks it's great and awards you mega points. But then a plastic dinosaur probably knows more about fashion than Gaultier.

"Issy Milynkel Your new show's just marvellous darling..."

"... Christiani Did you see Issy's show this year – hideous!..."

"... I'd rather be seen in BHS! The NHS event! Haw haw haw!"

totally Angelica

Those 'cute' nappy rash infected babies are back, but this time Angelica's the star.

Everyone has their favourite Rugrat. People like Tommy because he's cute, Chucky because he looks like Chris Evans and Phil and Lil because... does anyone really like them? But most love Angelica as she gets to be the real cow of the gang. So it was only fitting that she should get her own game.

Great, you may think. Does she hide Chucky's glasses, steal Tommy's bottle or pull off Raptar's head? Not exactly. Alarm bells start to ring, when you see 'Girl Gamers Unite' plastered all over the game box. Suddenly, you know this adventure is going to come over all 'fluffy'.

The plot is based around Cynthia – Angelica's desecrated doll – which has been lost in the shopping mall. It's your task to get the Rugbrat up to the fifth floor fantasy world and retrieve the doll, by way of a little retail therapy and a fashion show which would make Virginia Westwood proud.

To move up the floors of the shopping mall you must complete puzzles that vary from matching colours to catching cookies that are ejected from toasters – in the various stores you wander past to get items of clothing, jewellery and make-up. Once you have said pieces you then have to enter a fashion show that is judged by the other babies – though quite what their qualification for this task is remains a mystery. When your outfit scores enough points you get to go to the next floor, where the process starts all over again.

Put simply, *Totally Angelica* is only for girls who like all things *really* girlie.

Congratulations you're winning! Commiserations, you bought a crap game!

TIP Keep paying visits to the same shop before you move on. This way you'll get a big range of accessories built up and then, when you get to the fashion show at the end of the level, all you have to do is keep changing outfits. Otherwise you'll have to revisit all of the levels' shops again!

EMAIL-TASTIC

Totally Angelica makes great use of the Game Boy's Infrared link. You can access the Angeli-com at any time and either type in a level password or type out messages to a friend – provided they've got the game too. If you're short of outfits, then get a friend to send you one that they've found (or you could send something to them).

TA lets you 'trade' over the Game Boy, where have we seen that before?!

FERTURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✓
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL Looks like something straight out of the cartoon. Pretty good.

GAMEPLAY The puzzles are repetitive when you've got the knack.

LIFESPAN You could spend time trying to get every item, but you probably won't!

DIFFICULTY Once mastered the puzzles quickly become a doddle.

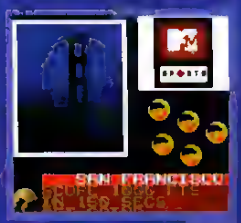
RATING 55%

REVIEW

Rubbish graphics, rubbish gameplay, rubbish, er, rubbish. *MTV Skateboarding* is consistantly bad – just like the poncy satellite channel. Leave us alone!

Reviewed by Rich

PRICE:	£24.99
FROM:	THQ
TEL:	01933 461070
ON SALE:	NOW



"Going down to San Francisco, be sure to wear some flowers in your hair" (We don't often get up to those notes.)

TIP

The secret to success in *MTV Skateboarding* is to make sure that your board is lined up with the various obstacles. Arrows mark the way to ramps and jumps – if you get your board sorted before you hit the arrows – you'll be lined up ready for when you eventually hit the ramps.

ALL AROUND THE WORLD

MTV Sports: Skateboarding takes you on a whistle-top tour of the world. But – er – how geographically accurate are the levels? Let's find out.

Seattle, on the west cost of America, home of Bill Gates and some blue skateboard ramps.

London – hence, er, some cars. But where's Big Ben? Nowhere to be seen, that's where.

San Francisco. You must recognise it from that rail you've just fallen off, surely?

MTV SPORTS: SKATEBOARDING

Skateboarding for the MTV generation. It can only be - *MTV Sports: Skateboarding*. Hurrah!

FREERIDE!

If object-collecting isn't your bag, you can head straight for the free-ride section, in all its purple glory.

Now, if I can just line myself up with that ramp...

Away we go! Press a direction on the pad whilst in the air for Pepsi maximum trickage. It's the choice of a new generation.

Except, don't celebrate! *MTV Sports-Skateboarding* isn't great, to be honest.

The problem is that the word 'skateboarding' in the title, conjures up images of a game chock-full of ramps, half-pipes, curbs and old ladies to knock over. But here, the emphasis is on searching and explonng.

Instead of performing stunts, you need to complete a senes of tasks to move onto the next level For example, you may have to collect a certain number of balloons or 'MTV' icons or – in one level that's set in a museum – crash into a set number of vases

Whilst the task-solving does involve its fair share of jumping, flipping and gnnds, what fun there is to be had is hampered by the fiddly control method and the obstructive view

The levels are viewed at 45 degrees (like standing in the corner of a room and looking inwards) and as all the ramps and obstacles are also set at 45 degrees, you have to angle yourself perfectly to pull off a jump Not an easy task, considering the over-sensitive controls. Though it gets easier as you get better and you can alter the game speed if things are too tricky, it never quite feels nght

The front end of the game is also far too cryptic – if you're one of those people who likes to consign the instructions to the bin and press Start – you're not going to have much luck here All-in-all then, *MTV Sports Skateboarding* isn't great, to be honest Which conveniently, is where we came in Bye

MTV style nonsense – they liz down wiz the kidz, innit.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL
Confusing front end, and the game itself looks far too empty.

GAMEPLAY
Too simple – skate around collecting things and pressing B occasionally.

LIFESPAN
Like a fine wine, gets better with time, but still, don't hold your horses.

DIFFICULTY
Frustratingly tricky, almost to the point that you want to give up.

RATING **45%**

REVIEW

Reviewed by Geraint

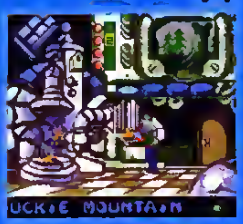
PRICE: £24.99

PUBLISHER: UBI SOFT

TEL: 0208 9449000

RELEASE: OCTOBER

Duckie Mountain is where it all happens! In *Donald Duck* you're just a lever pull away from another bog-standard platforming adventure. Aren't you the Ducky ones?



DONALD DOES DUCKBURG!

For a duck in a sailor suit with no trousers, Donald certainly gets around! In terms of locations, Ubi Soft haven't disappointed.

The city is home to countless dangers; electricity, pipe slides and vicious low flying choppers!

Donald doesn't half get stroppy, just make sure there's no spikes around when he... D'oh!

Swamps, insects, fiery poles and he STILL refuses to wear undies!? He almost deserves to be roasted!

DONALD DUCK

Quack, quack oops! Donald Duck quacks up, in this rather average platformer.

Let's face it, if you're going to take control of any of the classic Disney characters out there, the one you'd choose would be Donald Duck, right?

To be perfectly honest the rest of his mates are pretty lame. Take Pluto for example, not exactly the brightest crayon in the box, is he? And then we have that namby-pamby do-gooder, Mickey Mouse. Definitely more mouse than man, if you ask me. So who's left? Minnie Mouse... er, no ta!

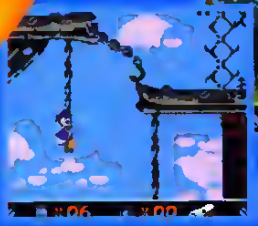
Donald? Too right! He's the only one from that old skool Disney crew with attitude, so it's not surprising that he's first choice to go and rescue the kidnapped Daisy from the clutches of evil!

As usual, the best method of rescuing any of your kidnapped mates is to get teleported to random locations where you'll engage in that age-old life saving technique of jumping and coin collecting. Do enough of it and eventually everything will be alright. Right?

Well, yeah, I guess. Alright is about it really. This is pretty standard stuff. There's nothing particularly WRONG with *Donald Duck*, it's just that there's nothing innovative here. Granted, the visuals are great, as is the animation. The controls are very tight and it's good fun despite that inescapable feeling of déjà vu.

The question is though, do we REALLY need another standard platformer on the Game Boy? If you still crave platformers after playing through the likes of *Wario* and *Mario DX*, then by all means give this a go. If you don't already own a platformer, then you'll find just about any Nintendo title more worthy of your cash.

The bosses in *Donald Duck* can be pretty tricky and will require some hardcore thumb-twiddlin' action.



If you time it correctly, that swinging hook above will give the cheeky old mallard a kick-ass crew cut!

TIP

Every now and then you'll come across a dead end, but don't panic! It's really nothing to get in a flap about! Search the surrounding area carefully and you'll come across a twisted whirly icon. Collect it, and you'll send old duck boy absolutely quackers, he'll bust through the walls to freedom! How about that!?

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK	✗

DISNEY MATINEE DOUBLE... ER... BILL

As you'd expect from a Disney title, gorgeous cartoon cut scenes are present after each level and are designed to further the rather twisted plot. They may not always be particularly stunning but it does lend the game that inimitable Disney touch and is great for the younger gamers out there.

He doesn't half look worried. If you don't trust a teleporter, send Mickey through first!

Merlok might look frightening but one swift knee to the you-know-whats and he'll collapse.

Bears. They're best left alone. Jumping into their open mouths just isn't a good idea.

GYAAI Being sucked into a twisted astral dimension by a magic gorilla can ruin your day!

VERDICT

LOOK 'N' FEEL
Excellent on the eyes. Graphically, *Donald Duck*'s a real gem!

GAMEPLAY
Though it's a standard platformer – it's still good fun.

LIFESPAN
Once you've beaten it, you won't exactly be rushing back.

DIFFICULTY
Tricky in places. Even for the more seasoned (wahey!) gamer.

RATING 79%

REVIEW

PRICE: £24.99

FROM: UBI SOFT

TEL: 0208 944 9000

ON SALE: NOW

Newcastle winger Paddington Bear is the best thing to come out of Peru since marmalade maniac Nobby Solano was found at a railway station.

TIP

It's best to start as the boss of a big team, because you'll have that much more cash to splash and a bigger squad to shuffle. The extra leeway will help you learn the ropes. Start as a footballing minnow and you may regret it. There's nowt worse than struggling at the foot of the table. Just ask Scunthorpe fans!

This is where all the bungs and the bribes tally up. Of course it couldn't happen really...

He shoots, he scores! Replays on TV are irritating, whereas watching your 11 men finish off a lovely move in *O'Leary Football Manager* is divine.

GOAL LAZZZZIOOOO!

Buongiorno! Grab a pizza the action with a top Italian club and you can throw billions of Lira at your prima donnas – and they won't throw tantrums. Fantastico!

The mighty Caesars of Rome club Lazio stoop to conquer...

...but are foiled by the Dark Age footballing hordes of... Perugia.

O'LEARY MANAGER 2000

Footie on a hand-held! The beautiful game comes to the beautiful Game Boy...

Really, O'Leary! Football may be a funny old game, but football management games tend to be on the dull side. Which is why Ubi Soft's new effort is so great. You see, *O'Leary Manager* is addictive, quick, handsome and intelligent. Fantasy football indeed!

Here's the deal. There are 240 teams to choose from, including all the giants from the English, Spanish and Italian leagues. You can also choose from several modes. The difference between them being that you can opt for either cigar-chewing, stat-ridden, Afghan coat 'realism' or Zinedine Zindane-style arcade thrills. Can I kick it? Er, you can!

Better still, there's the option to link-up your Game Boy with a pal's and go head-to-head. So you see, it really is a game of two halves!

O'Leary Manager has got me at fever pitch, the difficulty level is just perfect, the replay value endless, the sense of achievement immense. This cart shows the opposition a clean pair of heels – people are on the page, they think the review is all over... it is now!

Penalty! Several 'great' Premiership referees have been shrunk onto the cart to add realistic (ie terrible) decisions.

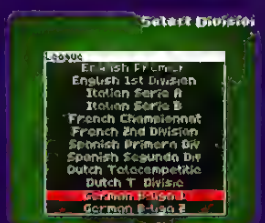
FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✓
LINK-UP?	✓
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

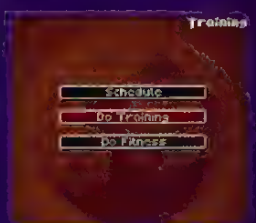
STAT ATTACK

Prepare for the big match in Full Manager mode with a break in Spain... and 20 screens of statistics. You'll need to grow a few fingers to count all the options.

At the end of the day, we all want to play sexy football... without ending up like Ruud Gullit.



Taking on an obscure team from leagues afar is always pretty tempting... better weather, you see.



Unfortunately this muddy brown screen is as close to the training pitches as you get... Pah!

VERDICT

LOOK 'N' FEEL
Definitely a pretty boy. Watch out – Posh will be dead jealous!

GAMEPLAY
Very addictive. More important than life and death etc.

LIFESPAN
Goes the full 90 minutes. Will keep you hooked for seasons to come.

DIFFICULTY
No easy games in modern football (but it's not rock hard either).

RATING 93%

REVIEW

Reviewed by Alex

PRICE: £24.99

FROM: ACCLAIM

TEL: [redacted] 5445000

ON SALE: NOW

Inside the Dino base. Turok's got his work cut out just staying alive. (Cue Beegees.)

TANKS A LOT!

Busting about in the tank is one of the best bits, but watch out, the armour's not up to much...

Turrets can take your health down in seconds...

While smaller enemy tanks go down in one shot.

TUROK 3: SHADOW OF OBLIVION

***Turok*, or not *Turok*? That is the question. And sadly, the answer is the latter...**

After mashing his way through many a lizard on both the N64 and the Game Boy Color, you'd of thought Turok would've had enough by now. So isn't it about time that he took the load off his feet, snuggled up in his favourite armchair, and tucked into a good book or something?

If *Shadow of Oblivion* is anything to go by, then he certainly needs a break from that old dinosaur-hunting lark. You see, there's nothing new or particularly exciting about *Turok 3*. In fact, it's almost a carbon copy of it's GBC predecessor *Turok 2* – lots of scrolling screens and loads of badly drawn enemies to bosh, but that's about your lot. Though technically the game's pretty solid, the question is, how much of the same old *Turok* can you stomach?

There are some nice touches, such as the bits where you rattle about in a great fat battle-tank. But the areas of the game where you run around on foot never really get exciting, despite the veritable armoury of weapons available for collection. So it's business as usual for Turok... And you're best off leaving him to it.

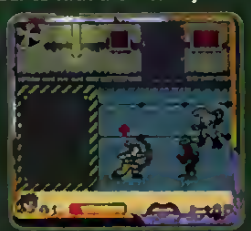
Sniper-dinos stand atop platforms and take a pop at you. So fight fire with fire, we say!

TIP When it's just you versus the dinos, make sure you don't rush into combat. Most enemies take more than one attack to go down, and if you're fighting more than one at once, you'll lose out on health. And the game's simply too tough to be careless. The pistol helps out, but remember to go easy on those scant ammo reserves.

TOOLS OF THE TRADE

Turok packs the kind of hardware that no aspiring dinosaur hunter should be without. Just you remember to flick them safety switches off, hmm?

The knife is Turok's basic weapon, and will see most baddies off in a slash or two.



The bow is the artist's choice, and is also Turok's first taste of ranged weaponry.

The pistol is perfect for picking off lighter enemies, but bullets are scarce, so use sparingly.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL
Looks good, feels good, but it's as dull as talking about *Big Brother*.

GAMEPLAY
Okay, but nothing we haven't seen a hundred times before.

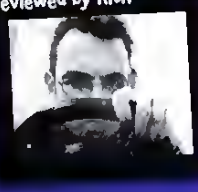
LIFESPAN
It's big so, if you've got the patience, it'll last you a good while.

DIFFICULTY
Dead tricky, even on the easy setting. Challenging stuff.

RATING 68%

REVIEW

Reviewed by Rick



PRICE: £24.99
FROM: THQ
TEL: 01483 767656
ON SALE: OCTOBER

DONINGTON AND ON AND ON....

Famous Derby course Donington is where you'll first get to grips with *TOCA*'s tricky tracks. We've already stormed through the qualifying lap and earned first place on the starting grid. And trust us, you'll need those extra seconds when the race starts in earnest. But at least the sun's shining!

Start the race gently or you'll spin on the spot, surrounded by smoke.

Aaaaand they're off! The first bend is not far off, start braking!

By this point in the race, you're likely to be a bit 'tyred'. Ha ha!

Knock over the cones! Yeah, smash 'em. Watch them fly!

TOCA: TOURING CHAMPIO

Which is it to be, Truly 'Orrible Crappy Antics or Terrifically Original Car Action?

Game Boy racing games are like sandwiches. There are loads of them to choose from but most taste awful. There are two reasons for this. Either the makers try to put too much filling inside and the sandwich can't handle it – causing a big mess – or there's hardly any filling at all, which results in a limp, lifeless waste of money.

TOCA, on the other hand, is a top-quality Marks and Sparks samie stuffed with succulent ingredients and it's king-sized enough to keep you going for yonks. *(OK, I think that's enough with the sandwich references now – Ed.)* Sorry boss, but it's lunchtime, you know.

Programmers Spellbound Interactive deserve a big pat on the back for daring to be different with this conversion of Codemasters' mega-popular PlayStation racer. Because instead of the typical top-down or behind-the-car view we get a 3D-psuedo perspective that works like a particularly pleasant dream.

Firstly, it's as fast as a rocket-propelled whippet. You really get a sense of speed as you're flinging your Ford Mondeo around one of the nine tracks on offer. And there's loads of detail packed into the teensy graphics, right down to the way the cars'

Half a second from now, someone's going to have a headache.

Look at all these lovely cones placed so neatly and orderly. All ready to be smashed! Must destroy! Ha ha haaaa! (Sorry, the pills.)

Now you can play PlayStation games on your very own Game Boy! Tops!

THE RAINMAN

It's fair to say that we've got some crap weather in Britain, but it makes for some top racing conditions. I hope your wipers are working...

This screenshot doesn't really do it justice, but trust us – it's absolutely pissing it down. Typical Costa-West Midlands weather!

The spray from the tyres is a nice touch. Except it makes you crash.

The rain sends you sliding like a Vaseline-soaked snake.

TIP

When you are approaching a bend, keep an eye out for the signs by the side of the road. The numbers will count down to tell you how far away from the corner you are. Another handy sign will also tell you how sharp the curve is.

CAR ONSHIP

tyres turn when taking a corner, or the satisfaction of send traffic cones flying with a well-timed powerslide.

The details aren't just restricted to the great graphics either. Despite its simplistic looks, Game Boy *TOCA* has all the thrills and spills that you'd expect to find on its Sony big brother. Allow a tyre to touch the grass at speed and you're sent into a spin – usually ruining your chances of winning in one fell swoop. And sandbanks slow your car down like superglue. But at least there are no gears to worry about, so powersliding is a doddle to pull off with a bash of the brake and a slam left or right on the D-pad.

The bulk of the game is the Championship mode. Pick a car from the eight on offer and stand by for some serious tussling with your seven competitors during the frantic opening seconds. Then it's a matter of holding the racing line around a Spaghetti Junction of tricky bends until all six laps are up.

All the locations are lifted from real-life British tracks like Silverstone and Brands Hatch, but being in Blighty means bad weather, usually rain.

And when you've got fed up of racing around such 'exotic' locations as Darlington, there's the Single Race option offering a quickie on any track with any car and a Time Trial too.

Where *TOCA* stalls though, is in its criminal lack of a two-player option.

There's no save game option, but the password system works just as well.

Look out! I've just passed my test!

Instead there's the Party Play mode, which involves passing the Game Boy between your mates to play one after another. Fun but strange. But that aside, the one-player game is just so fast that it makes up for the lack of a link-up. All-in-all, a tasty package. Hmmm. What's for tea?

Under the bridge. We know a song about that, don't we?

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

THE CAR'S THE STAR

The eight vehicles on offer aren't just pretty to look at – they each have their own unique specifications and all handle differently. Speed isn't everything – learner drivers may be wiser going for a motor with better cornering, for example. So don't just go for the cool-looking red one!

The Honda Accord may sound like a family saloon but it kicks ass. Just remember to pack the flask of weak tea, box of tissues, sick bucket, insect spray, travel Scrabble and bucket and spade. Just in case, like.

The four-wheel drive Audi A4 grips the road like a hedgehog.

The fast and easy-to-handle Vauxhall Vectra is a great car.

The Volvo S40 is a powerful beast but it handles like a bumper car.

Ford's Mondeo is a nippy but slippy little number. Who put butter on the brakes?

The Primera from Nissan isn't the fastest car on the block but it has great braking power.

At least the Peugeot 406 has plenty of room in the back for Granny and the kids.

VERDICT

LOOK 'N' FEEL
Small but speedy graphics packed with detail do a decent job.

GAMEPLAY
Loads to do, as long as you like playing with yourself. Why no link-up?

LIFESPAN
Learning the layout of the courses will keep you going for months.

DIFFICULTY
Tricky at times but crashing is always your fault, not the game's.

RATING 91%

REVIEW

Reviewed by Jonathan

PRICE:	£24.99
FROM:	UBI SOFT
TEL:	0208 9449000
ON SALE:	OCTOBER

TIP

Actually, this boss isn't a barrel of laughs at all because he throws them at you. Barrels, that is. It's all a bit *Donkey Kong*, except there's no princess. And, as you can't reach up to poke him with your sword, it's initially tricky to see how to beat him. Luckily, however, as well as barrels he throws knives at you. This is lucky (no, wait for it) because if you time it right you can deflect them right back at him with your sword. Pretty good, eh!

The petrol crisis has hit our hero hard – he usually travels by bus, you know?

Aladdin's one of our all-time faves. *Desert Island Carts.*

Instructions? You'll want your nipples shaved next. Here's all you need to know. In a nutshell.

Disney's ALADDIN III

Rub your Game Boy and make a wish.

Never mind the Game Boy Advance, there's still plenty of life in the humble old Color if *Aladdin* is anything to go by. This is as a spot-on conversion of a game that came out in about 1993 on the Mega Drive and SNES, which has been masterfully shrunk to fit within the GB's confines.

And don't wrinkle your nose at the mention of 1993. (Yes, I saw you.) Or, for that matter, that *Aladdin* is the zillionth platform game to have appeared on the Game Boy so far this week. *Aladdin* was a great game then and it's a great game now.

Everything's been carried over from the 16-bit versions: using your sword to deftly deflect throwing knives back at their throwers, jumping down onto recumbent camels so they blow away troublesome baddies, slicing through palace guards' belts to make their trousers fall down, dodging balls on chains that swing from side to side in and out of the screen and performing Indian rope tricks to reach tricky platforms. Supposedly – although sadly I'm too crap to have got far enough to verify this – the magic carpet escape from the treasure cave is also in there somewhere!

The graphics are excellent and the lad Aladdin responds to the controls like a faithful hound. And if you can learn to live with the iffy collision detection, it's altogether splendid fun. All that's missing is a battery back-up and a cockle-warming rendition of *A Whole New World*.

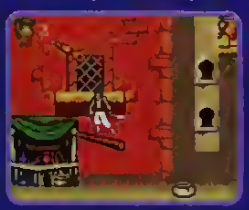
FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

A BIT ROPY

How many seemingly impossible platforms must you vault in this game? Well, how long is a piece of string? Come this way sir, as you give us money for old rope.

How do you get up there? (Remember: these are the days before Stanna stairlifts.)



Watch this. First we nimbly leap onto this pole, and spring from there to the platform above.

Then we play the special magic pipe. This makes a rope snake upwards from the basket below.

Finally, we jump back down, grab the rope, and are whisked up to the platform of our desire.

This is the 'Cave of Wonders'. In case you were wondering. Now, how about we take a wander (like a lonely old cloud)?

VERDICT

PRESENTATION
You'll have to look Jafar and wide (ho, ho!) for a prettier game.

GAMEPLAY
Tightly woven, varied and more challenging then a big old challenge.

LIFESPAN
Admittedly once you've you'll finished it, that will, er, be it.

DIFFICULTY
Aladdin's easy on 'Easy', but hard on – yes – 'Hard'. Funny, that.

RATING 88%

REVIEW

Reviewed by Rich

PRICE: £24.99

FROM: TAKE 2

TEL: 01753 496635

ON SALE: NOW

Lemmings may like to think that they're smart but really they're as thick as two short lobotomised planks...

"Right, that's it, I'm leaving." (But you're going the wrong way!)

Lemmings meets Mary Poppins meets, oh I don't know, The Unbearable Lightness of Being.

Lemmings

Oh no! But - oh yes! Those loveable, suicidal, green-haired critters have at last been squeezed down onto the Game Boy!

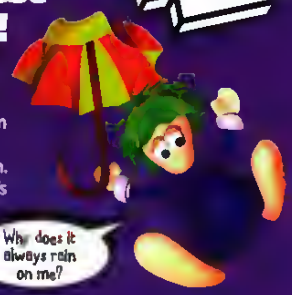
Historically, if you thought of Lemmings, you'd think of furry brown creatures who like jumping off cliffs. Now if you think of Lemmings, you're more likely to think of blue creatures with green hair from *Lemmings* the game, which was released on everything from the ZX Spectrum to the Colgate SX2000 toothbrush.

Now it's the Game Boy's turn, and – fantastically – things haven't changed a bit. You do have to squint a bit (the Lemmings are smaller than ants). They don't go "oh no" when they die. But other than that everything – including the puzzles – is identical to the original Amiga version. Hurrah!

Explaining the concept on paper makes the game sound 19,876 times more complicated that it really is, but here goes. A bunch of Lemmings drop in to each level, and you have to guide them to the exit.

They follow each other like sheep, and die if they fall too far. Your job is to assign different traits to certain Lemmings – to make them dig holes, tunnel through walls, survive long drops and such – so that their path becomes clear. There's a time limit, and a percentage of Lemmings must be saved to successfully finish each level.

The 'I'll just-have-one-more-go-then-get-on-with-my-life' addictiveness of the original versions has been retained and overall, it's ace!



SUICIDE IS PAINLESS

A picture paints a thousands words (and makes explanations 19,876 times easier). So if you're unclear as to 'What *Lemmings* Exactly Is', step this way, sir!

The Lemmings enter the level through this portal in the ceiling here. So far, so good...

Get the first Lemming to start work on a bridge and turn the next Lemming into a blocker.

Once over the chasm our hero must bash through this rock...

...when that's done, blow up the blocker (it's for a good cause!)...

...and the rest of the Lemmings can trundle off to the end of the level.

Phew! But don't think that every level is that easy.

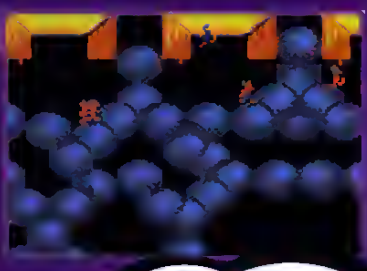
TIP

The key to success in *Lemmings* is forward thinking. When you start each level, have a quick scan around then press pause, and have a think. The obvious solution here is to let every Lemming glide down on an umbrella. But burrowing through the platform is just as effective and much more efficient.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

Game Boy *Lemmings* is in fact two *Lemmings* games in one – you get all the levels from the original *Lemmings* game, plus those from the follow-up *Oh No! More Lemmings!* Is that bargaintastic, or what?



VERDICT

LOOK 'N' FEEL
A bit tidgy, but that's half the charm. Not for the partially sighted, mind!

GAMEPLAY
As intuitive as running a bath, and about 19,876 times as soapy.

LIFESPAN
You'll keep playing until you finish it. And that won't be any time soon.

DIFFICULTY
A curve as perfect as an arc drawn by a perfect compass.

RATING 88%

REVIEW

PRICE: £19.99
FROM: SCI
TEL: 0207 585308
ON SALE: NOW

Will Alfred succeed on his noble quest? Well, surely he can't avoid? (This joke was brought to you by the 'Don't-mention-the-French-at-all' authority.)

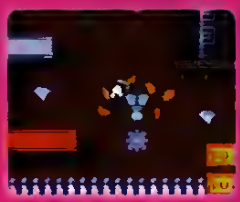
TIP Hunt for objects everywhere, it's easy to miss things which in hindsight are blatantly obvious. A simple peck may open some secret stage, a pathway to a whole new level or just get you more gems. So give it a go, nothing ventured, nothing gained etc.

Pop goes the chicken... Of course Alfred doesn't drink soda – only hard liquor.

"All of our products are free range and totally organic... We ensure our farmers are British and living in complete poverty. Thanks for shopping at an out-of-town supermarket."

KENTUCKY DIED

There are verious ways for Alfred to cop his lot. If you run into an enemy you explode just like e feather pillow. Land on spikes and you'll be kebabed. Get electrocuted end you'll be right royally roasted.



Dead before the Colonel can say...

...coated in a crispy coating!

ALFRED'S ADVENTURE

Will you fall fowl or get tarred and feathered, in this egg-on-face adventure?

In the shadow of *Chicken Run*, comes this title from publisher SCI about a chicken called Alfred. This plucky young chap first made his debut on the SNES over five years ago, where he had a fairly big following. And though a chicken is a rather unlikely superhero, Alfred could certainly be classed with Wolverine or Superman.

But where Superman saved Lois Lane (when he was supposed to be saving the world!) Alfred has to save his friend, Billy Egg. Mad scientists have egg-napped him and are planning to carry out some tests? No... Research? No.. Eggsperiments. Yes. (You groan – but it had to be said.)

In order to get to his buddy, Alfred must get through six different environments by way of 11 increasingly tough levels. He will meet clockwork mice and snails, which if landed on will take one of his three lives. (Since when did a clockwork mouse kill a chicken with superpowers?)

However, Alfred does have some fine fighting moves hidden under his feathered wing. Dive bombing enemies from a great height will take them out for good, while the peck move will enable you to collect points by releasing balloons and discovering new areas. Throughout the game you'll also have to find that clichéd gaming collectible – the gem. Also scattered about are watering cans, though quite how they relate to chickens is anyone's guess, but get them all for a hidden bonus level.

You'll find *Alfred's Adventure* taxing and tough, and you'll be infuriated by the way that you'll often be killed by enemies you couldn't possibly see as you jump between screens.

Nevertheless, *Alfred's* has an addictive quality that will ensure that you keep coming back for more eggsasperating adventures.

PECKING ORDER

The peck. It's a move that comes naturally to a chicken (but usually to pick up food) so it's only right that Alfred gets to use this animal instinct to get him points. Also, peck at walls to make them move, peck at balloons to get more points or peck switches to open new areas. There's not a grain of maize in sight, though.

Go on Alfred, show us your pecker...

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL
The platform graphics are pretty good, but turn the music off.

GAMEPLAY
Smooth and logical, although it can get rather infuriating.

LIFESPAN
Once you've reached your goal, there's no point in going back.

DIFFICULTY
Tough, but then it would be boring if it was too easy.

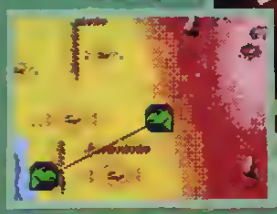
RATING 70%

REVIEW

PRICE: £24.99
FROM: UBI SOFT
TEL: 0208 9449000
ON SALE: OCTOBER

TIP Given how all monkeys look the same (am I allowed to say that?) it can be tricky to remember which one can swing on ropes, which one can jump and so on. But it's not impossible. The secret is to look at their names. Suri starts with an "S", which looks a bit like a rope. So you know that Suri swings on ropes. Zini, on the other hand, sounds a bit like 'zippy', which means 'fast'. So Zini's the one that runs. And Plio is, erm, the one that's left over. *(Deory me – Ed.)*

Nice cut-scenes – what happened to the game though? Give it a rest, eh?



This rather dodgy 'map' screen charts your progress between levels. Thrilling as it is.

Disney's Dinosaur

Despite some neat ideas this is more a case of dino-snore.

With a GB Printer you can print out great snaps.

Being a bit of a dinosaur enthusiast, I was looking forward to this. And I was encouraged to discover that, rather than going down the platform route, it uses an RPG-style perspective and gives each character a different ability.

So, for example, Aladar the dinosaur is strong and can push things, but you'll need to switch to Plio (the monkey) to cross gaps.

The question is, is using various prehistoric creatures to re-enact the film fun? And the answer? Sadly not. The trouble is, that while having a particular dinosaur that can swing its tail to kill baddies kind of makes sense, having three monkeys that can't climb up things, or swing on ropes, or even jump, is plainly nonsense. What kind of monkeys are these?

The other trouble is that it's so dull to look at. *Dinosaur*, the film, is a luscious feast of computer-animated succulence. But *Dinosaur*, the game, looks like something you could knock up on your Spectrum given half an hour and some graph paper.

And the *other* trouble is that the stuff you're doing simply isn't exciting enough to hold your interest. Fancy plodding around a desert avoiding indistinct and dull baddies? Collecting flowers for bonus points? Hopping across a tiny gap using the one monkey that can jump? I ask you.

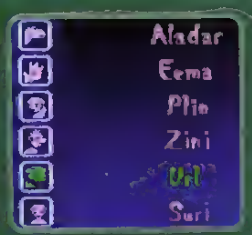
Now that's entertainment. If you're a morris dancer.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✓
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✓
RUMBLE PAK?	✗
TRANSFER PAK?	✗

WHAT DINOSAUR?

"Boom-boom, akka-akka-lackka Boom! Open the door get on the floor, everybody walk the dinosaur..." No? Well, let's have a closer look at the merry band of prehistoric dinosaurs that are in your charge then.



You can switch between the dinos you control whenever you stand on a red blob (for some reason).

For heavy lifting and fighting you're best off using the dinosaurs: Aladar, Erma and Uri.

Ladders need climbing? Or ropes swung upon? Then Suri's your man. Girl. Monkey. Whatever.

If something needs jumping over, however, only Plio will suffice. And Zini's good at running.

VERDICT

LOOK 'N' FEEL
Nice intro, but otherwise sadly shabby. It's no jurassic classic.

GAMEPLAY
Disjointed and dull. All excitement – extinct! All fun – fossilised!

LIFESPAN
Seems big enough, but gets boring faster than you can say "Oh".

DIFFICULTY
Won't pose a challenge to most gamers. Trying to stay awake though...

RATING 55%

REVIEW

Reviewed by Rich

PRICE:	£24.99
FROM:	UBI SOFT
TEL:	0208 9449000
ON SALE:	NOW

TiP There are many techniques you can adopt to ensure your button tap is as fast as possible: put the Game Boy on a desk, use two fingers on the same hand, roll one thumb over both buttons or put an object like a rubber over the top and see-saw back and forwards. Find which works best for you, and stick to it.

Oh, yes! It's the Game Boy's first female Shot Putt simulator. Now that's real progress for you.

You even have to press A and B to get off the title screen... *Carl Lewis* will wear out your thumbs quicker than, er, a super-quick thumb remover.

TWO FOR TEA

While *Carl Lewis Athletics 2000* doesn't sport a two-player link-up mode, you can play a pal on the same Game Boy. Each player takes a button, giving rise to an orgy of clammy hands. Saves buying two carts, too.

"Well Ally, it was neck and neck, but what happened next?"

"I reckon that John Parrot made a wisecrack that wasn't funny."

CARL LEWIS Athletics 2000

Get your Fingers on their marks. Your Game Boy's buttons won't know what's hit them.

The year might be 2000, but ever since the dawn of time, athletics and videogames have gone hand-in-hand like two young lovers.

Of course, there's only ever been one way to distil the stamina, strength and agility of an Olympic athlete onto the small screen. Carl Lewis might train 19 hours a day and eat four roast chickens for breakfast – but that's nothing compared to the practice you're going to have to put in to hammer the A and B buttons on your Game Boy fast enough to win on this cart.

In *Carl Lewis* the 100, 200, 400 and 1500 metres are straight button bashers – and fantastic in two-player mode, where each athlete can take a button each.

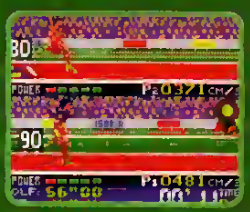
The pain may be localised entirely in your fingers, but by the end of the 1500 metres, you'll be as tired as Carl himself at the end of the Olympics. Hurdles require extra use of the Up button, and the 4 x 100 metre relay, some well-timed baton passing. The long and high jumps and the pole vault all require similar skill, while the chucking-pointless-objects-as-far-as-you-can events (namely discus, shot putt, hammer and javelin) require a mixture of frantic bashing followed by some angle setting.

Suffice to say that each event plays significantly differently from each other, and with Carl Lewis's in-game character looking as colourful as Ronald McDonald, it's a real joy to watch.

For athletic fun, you really can't go wrong. *Carl Lewis*, we salute you.

THE EVENTS

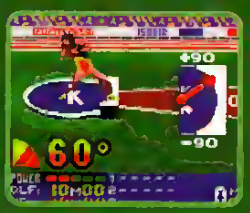
***Carl Lewis 2000* boasts 14 different events – not bad considering that it comes on a cart the size of a tea bag, and all that a tea bag can do is make tea. Here's a brief resume.**



100/200/400/1500 Metres: Bash the buttons as fast as you can until you win, or your hand drops off.

The Long Jump: Get a fast run up then press Up on the board to set the angle for your jump.

Hurdles: If you've got any fingers left, tap them as fast as possible to whizz down the course!



Shot Putt/Discuss/Javelin/Hammer: Bash the buttons then press Up.

Relay: Run as fast as possible with A and B, then pass the baton with Up.

High Jump/Pole Vault: Run up, then press Up to flip over the bar.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✓
LINK-UP?	✗
INFRARED?	✓
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL
Fantastically colourful, like a miniature version of the Olympic games.

GAMEPLAY
There's more to it than it might appear, every event is different.

LIFESPAN
Beating your own records and challenging a friend, the fun will go on and on.

DIFFICULTY
Tricky at first, but the better you get, the more fun it becomes.

RATING 82%

REVIEW

An F1 sim that included the champagne lifestyle aspects of racing would be ace – this is the usual old practice and qualify thing though.

Reviewed by Scott

PRICE: £24.99

FROM: TAKE 2

TEL: 01753 868655

ON SALE: NOW

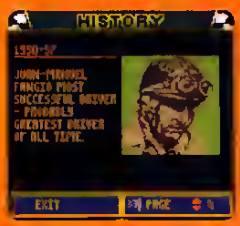
The gaming industry's equivalent of go faster stripes – a licensed game. Pity it's so mediocre then.

TIP

Make sure you take advantage of the 'Practice mode'. Unusually, for a sim, the cars do not appear to take any damage when you crash them – so there's nothing to stop you from keeping your foot hard down. This way you'll quickly find out which corners you need to brake for (not many of them!).

TIM NICE BUT SIM

Formula One 2000 has got all the trappings of a 'serious' racing game. These include pit screens, the option to race for 50 laps and a potted history of the sport. There's no Murray Walker though. "With half the race gone there is still half the race to go..." Indeed.



Juan-Manuel Fangio is officially the greatest man no-one's heard of.

Did you know that in 1950 the championship... oh, you did.

The range of weather options ranges from sunny to, er, wet.

FORMULA ONE 2000

The most technologically advanced 'sport' ever comes to your 8-bit Game Boy, will it be Top Gear or stuck in reverse?

Hurrah! It's 'an official Formula One licensed product'™ and it's on the Game Boy! Yes, bless everyone at Take 2, they've decided to cram all the courses, conflicts and controversy of your regular F1 season and stick it on a cart smaller than your average brake pad. But will racing without huge egos, tobacco sponsorship or Murray Walker be worth crowing about... or will it be the pits?

Well, my first impression was that *Formula One 2000* is some laps away from taking the chequered flag. Badly drawn graphics, a dated 'steer-the-track-not-the-car' method of control and gameplay that unsatisfyingly mixes bog-standard arcade action with dour pseudo-sim management, is no way to begin any relationship. Add to this an abundance of silly flaws that I lost patience with about a decade ago and you've got severe mechanical problems. For instance, this is one of those racing games where it takes about five laps to overtake someone in front of you, but where if you make the tiniest mistake, a stream of cars go whizzing past you. Just brilliant.

However, while *Formula One 2000* is not on pole, it is far from being Formula Three. And despite its flaws the game remains surprisingly addictive. There are absolutely oodles of options to play about with and *F1*'s difficulty levels are customisable to an impressive degree. It's not perfect, but all you (Game) boy racers out there will find room for it. For everyone else, though, it's good but not quite a winner – the David Coulthard rather than the Mika Hakkinen of race-'em-ups.

GARAGE ANTHEMS

Be honest, you've been waiting all your life for a Game Boy title that gives you the chance to be a grease monkey (what do you mean, no?). Go on! Get under that bonnet and spread your wings, tamper with the gears and fiddle with your engine. Bananas!

When your car is struggling for performance head to the pits.

Changing the skill level to novice might help a bit...

You can also arse about in various attractive (but not useful) menus.

And yes, you can in fact improve your car considerably. At last!

Despite the unfortunate shade of pink, this is, in fact, a Jaguar.

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✓
LINK-UP?	✓
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

VERDICT

LOOK 'N' FEEL
Certainly not the best serving of racing action we've ever seen...

GAMEPLAY
Friendly but frustrating, it's definitely worth fiddling about with.

LIFESPAN
Laps many of its competitors. You'll get hours of play out of this.

DIFFICULTY
The game's much fairer then the sport. You can win with a Minardi!

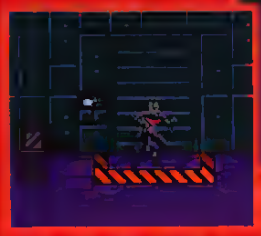
RATING 76%

REVIEW

Reviewed by Jez

PRICE:	£24.99
FROM:	UBI SOFT
TEL:	0208 9449000
ON SALE:	NOW

Something suspicious is afoot in the UK's pop charts, but what? Batman has no choice but to look into it...



The trouble with doors is you don't know what's on the other side. Unless you open them.

Oh my God – it's a Meatloaf reunion! "Like a bat out of hell, I'll be gone–"

Batman of the Future: Return of the Joker

Prepare to go batty as the Dark Knight hits everyone's favourite handheld gaming machine where it hurts...

Hooray! Batman returns on the Game Boy! Except it's not quite the Batman you'll remember from the films and the comics. No, if you've been watching Saturday morning telly for any length of time you'll know exactly which Batman this is – the *Batman of the Future*. Bruce Wayne is an old, retired man – too old to be Batman any more – and a young teenager named Terry McGinnis has taken up the mantle of the caped avenger. With a little help from a hi-tech costume, this new Batman comes up against a whole new slew of new and deadly enemies...

It's a great cartoon, and a feature-length film – called *Return of the Joker* – is currently in production. And it's this cartoon movie that this game is based on. Following the plot of the film, you must beat your way through legions of enemies and finally face down the resurrected pasty-faced psychopath himself.

So what's it like? Well... It's not a shambles, certainly, but this side-scrolling action game is plainly not as exciting as the cartoon it's based on. The problem is that much of the game is simply a case of running along and beating up plenty of the Joker's goons, and as such, there's not much variety to be had. Sure there's some nice touches, but this is in the main a fairly ordinary (if eminently playable) little game. Albeit one that just happens to star the all-new Dark Knight. Not bad, but not great, either.

Batman of the Future tackles very 'dark' themes – how can you tell? Well, the programmers have used a palette of mainly dark blue and black. How profound!

FEATURES

BLACK & WHITE?	✗
SAVE GAME?	✗
LINK-UP?	✗
INFRARED?	✗
PRINTER?	✗
RUMBLE PAK?	✗
TRANSFER PAK?	✗

TIP

Be sure to kill every bad guy you come across in a certain area as, unfortunately, you won't be able to move to the next 'screen' until you have. It's best to wait at the edge of the screen for your foes to appear, and then you can wallop the swines before they get a chance to attack you. They may be the bad guys but you get to be sneaky.

UTILITY BELT BONUS!

Unfortunately, unlike the dreadfully camp *Batman* film from the '60s, which featured such delights as 'Shark-repellent Batspray', you won't find an item for every occasion in *Batman of the Future* (or *Batman Beyond*, as it's known in the US – a much better name, we think). However, you will find plenty of entertaining equipment with which to help in the dispatching of bad guys. All of which add some much needed variety.

You'll need more then the simple punch attack you start with to battle through *Batman...*

The first weapon you'll come across in *Batman of the Future* are the Nunchukas.

Batman of the Future also gives you the chance to make use of the ever popular Batarang, sport.

And here's where you'll keep track of all the goodies (well, weapons of mass destruction) you

VERDICT

LOOK 'N' FEEL
Neatly animated little sprites and suitably moody colours.

GAMEPLAY
Plenty of action, but it does get pretty samey after a while.

LIFESPAN
Four different 'worlds' make for a suitably difficult challenge.

DIFFICULTY
It's not so much tough as simply a bit repetitive... Yawn!

RATING 76%

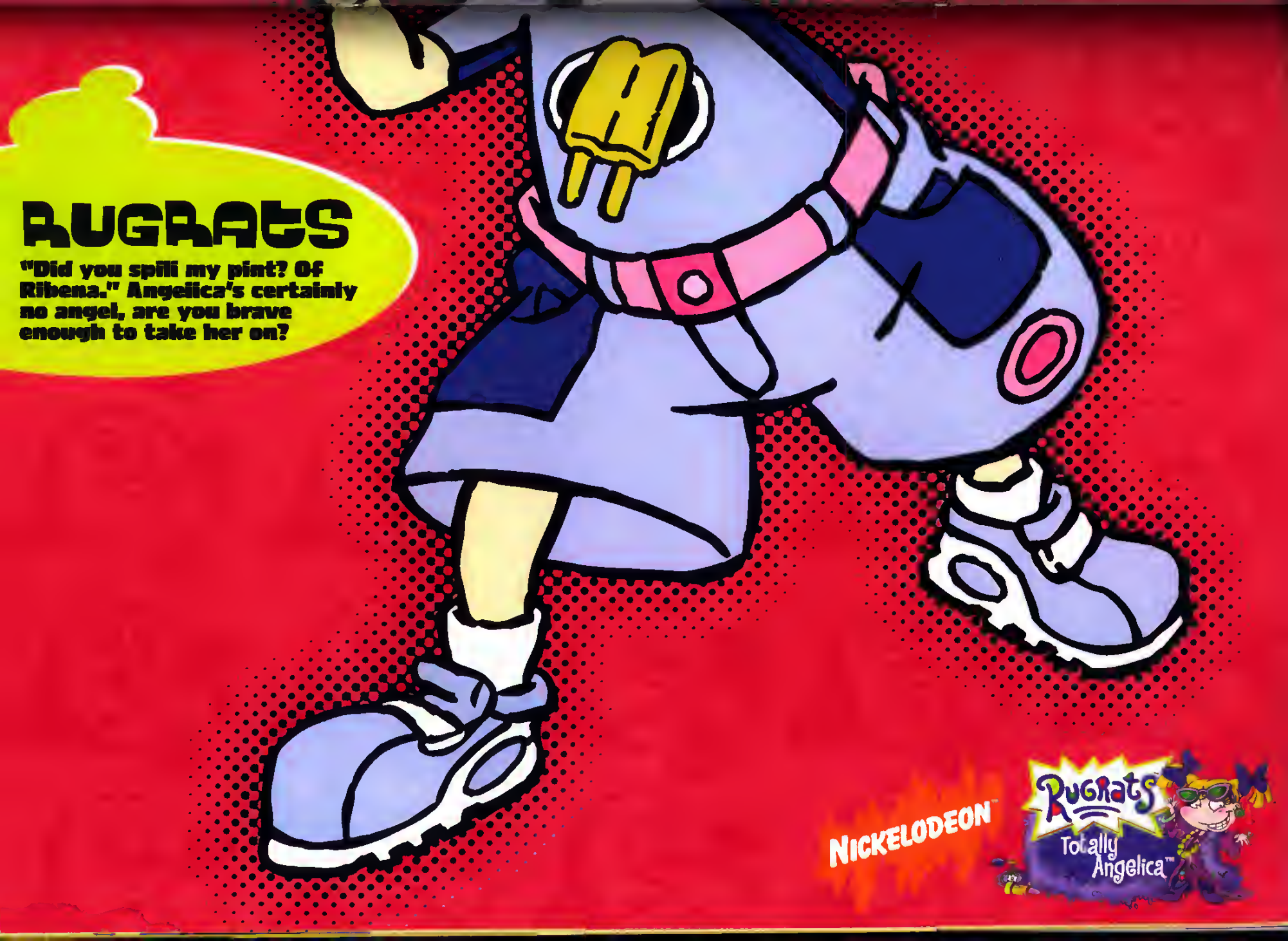
Lemmings

One of the most original games the GBC has ever seen... and it's about sheep-like creatures! Go figure.

POKÉMON

X-men
You've seen the film, bought the game, worn the T-shirt... Now stick it on your bedroom wall. X-cellent!

Planet
Game Boy


RUGRATS
"Did you spill my pint? Of Ribena." Angelica's certainly no angel, are you brave enough to take her on?
NICKELODEON
Rugrats
Totally Angelica™

Planet
Game Boy

Planet
GAME
BOY

Pokémon

No sneaking out at the back! Pokémon ARE the class of 2000, everyone else on the Game Boy really must try harder!

Make your own GAME BOY ADVANCE

Cut these out.... and stick 'em in your Game Boy Advance!

We've had a team of ex-Blue Peter presenters locked in a room for three weeks (fed only on Snack Stops) working on a state-of-the-art Game Boy Advance development kit. Master craftsmen Goldie the labrador and George the tortoise have lovingly engineered this wondrous creation from the finest, erm, paper.

Cut these out.... and stick 'em in your Game Boy Advance!

Cut along this line

Instructions

You will need:

You will need a pair of scissors and craft knife (please get a parent or guardian to help with this, young 'uns) some stiff cardboard, glue, sticky tape and patience!

Step 1:

Cut around the dotted lines so that you get one big piece with a front and a back

Step 2:

Glue the whole thing to some stiff cardboard

Step 3:

Make a cup of tea while the glue dries and then start cutting out the game 'window'.

Step 4:

After the glue has dried, use a craft knife to cut out the 'window'.

Step 5:

Cut out your choice of game screen and sticky tape it to the back of the 'window', ensuring that you can see the pretty picture from the other side.

Step 6:

Fold the Advance along the middle and glue the two halves together.

Congratulations! You are now the proud owner of a Game Boy Advance! Yes, it's cardboard but at least it doesn't need any batteries!

Advance to go! GBA is 'only' nine months away from hitting UK shops. Hurry up, Nintendo!

by Rick Neuton

The Game Boy grows up, gets spots, starts courting & leaves home.

BIG BROTHER

Before we begin to look at the hottest piece of portable kit this side of the Sahara, it'll help if you take a few minutes to build your own Game Boy Advance (using our fantastic construction kit on the opposite page). Finished?

Yes, we know it's cardboard but bear with us. Just pretend it's *Blue Peter*. Hold it in both hands and get a feel for it. Small, eh?

Now pick up your old Game Boy. Yes, the one covered in sweaty marks and Pokemon stickers. Now imagine the Advance weighing the same, even with two batteries inside. Cool!

Pretend to flick on the power switch and visualise that familiar Nintendo logo popping up, but followed by seven colourful letters swirling into the screen to form the words Game Boy Advance. Wow!

Congratulations! You've just experienced the first few seconds of Game Boy Advance. And that's without playing any games!

But you're probably thinking "What's wrong with my old Game Boy?" Well, for starters, even if you've got a Game Boy Color, the technology inside is nearly 12 years old.

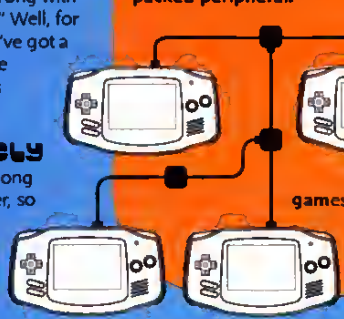
LOOKS LOVELY

The original's been long overdue a makeover, so Nintendo have been beavering away to make everything bigger,

FOUR-PLAYER FUN

When Advance hits the shops, there'll be a new link cable available that allows two, three or even four people to play together.

One-unit acts as the 'master' and the others are 'slaves' (hmm, very kinky) which plug into the box in the middle of the cable. *Mario Kart Advance* looks set to be the first game to use this potentially fun-packed peripheral.



And because GBA uses the same sized expansion slot as the old Game Boy, you can still use your original link cable when playing older games like Pokémon. They've thought of everything, haven't they? *(Except a tea and toast maker – Ed.)*

GAME BOY CUBED

Game Boy Advance isn't the only new addition to the Nintendo family. The handheld will have a very close relationship with its new cousin, the Gamecube. Nintendo's next-generation console boasts the ability to link with the Advance via a cable into the joypad port. Players can then use the Game Boy as a controller – using the screen to view secret data like ammo or weapon details. How cool is that?

In the same way *Perfect Dark* had cheats downloadable from Game Boy to N64, we can expect lots of even groovier Game Boy Advance/Gamecube interaction. And without all that messing about with a Transfer Pak. The possibilities are endless!

Nintendo know something about staging an event. Just check this out. For all the nearly empty rows of *Konami All Star Racing* on the GBA...

...there were only four copies of *Mario Kart Advance* to share between thousands upon thousands of videogame top-bods.

BIG BROTHER

better and faster. The Game Boy Advance is like a mouse with the strength of an elephant. It's 32-bit. That's the same as a PlayStation, twice as much as a SNES and four times as powerful as the original Game Boy.

TECH SPECS

That power means it can play some mean games without breaking into a sweat, while still running off two AA batteries for a good 20 hours. Its graphics are somewhere between the SNES and N64, which means a choice of more than 65,000 colours, some pseudo-3D effects, sprite scaling and lots more amazing-looking technical guff. Sound-wise, comparing the original Game Boy with an Advance is like pitting Britney Spears against Bach. The old beeps and buzzes have been replaced with multiple channels of super PCM stereo.

And short-sighted gamers will be pleased to know that the new wider screen is twice as large as the old Game Boy's and is easier to see. There's no backlight (to save on battery power) but it has a highly reflective and deeply snazzy LCD display.

Control freaks will have already noticed the new shoulder buttons on the Advance's top corners, which will allow for some deeper game experiences. But all this wonderful technology would be useless without any decent games (look what happened to the Neo Geo Pocket) and there's already loads on the horizon to tempt the taste buds.

And don't worry about your old Game Boy software gathering dust. GBA will play them all. Unfortunately, it won't boost the graphics of that 10-year-old copy of *Mario Land* but at least you won't have to throw anything away. Tops!

JULY DAYS

The potential for the Advance is amazing. Imagine a Pokémon battle with four players linked together, complex real time strategy sims, realistic driving games and detailed beat 'em ups – all while waiting for the train. Nintendo tell us that Game Boy Advance will launch in Japan on March 21, 2001, followed by the US and Europe in July that year.

Its Japanese price converts to about $90, which probably means it'll be 90 quid when it hits here. Pah!

IT'S CART SIMPSON

Lisssaaa! While the Game Boy Advance cartridge is still the same petite size as the old Game Boy Color's

carts, it is completely different inside. You see the Advance cart packs a powerful maximum memory capability of 256 Mbits. Less technically – it's blinkin' massive! Be still my beast!

EXTERNAL CONNECTOR (BEHIND)
This is where everything from the link cable to the rumoured digital camera will plug in. It'll be a busy little slot!

CARTRIDGE SLOT (BEHIND)
The cartridge slot – there's no gap in the back to help pull out the cart though. How do you get the games out, we wonder?

SCREEN
The wider, bigger screen is a blessing to all those gamers who go through a whole packet of paracetamol while playing *Tetris*.

L AND R BUTTONS
The Advance is now just like a joypad with a screen thanks to the addition of these extra shoulder controls.

A AND B BUTTONS
Nintendo invented them and they're going to stick with them. All very sensible, really.

SPEAKER
Thanks to its new sound chip, you won't be embarrassed to let Game Boy Advance's music blast out on the bus.

VOLUME CONTROL (BELOW)
Twiddle this when the old lady sitting next to you starts to complain about the noise.

HEADPHONE SOCKET (BELOW)
The old bat's still moaning? In go the earphones! But why didn't they put this in the middle? Everything must be perfect! We need order in this world!

ON/OFF SWITCH (BELOW)
What would the Game Boy be without one? An expensive paperweight, that's what.

START AND SELECT BUTTONS
Two other old Nintendo favourites that will always be with us. Bless.

DIRECTIONAL PAD
As the saying goes: if it ain't broke, don't fix it.

Tweety is just one of the stars that's getting ready to step out on the sumptuous hand-held stage that is the Game Boy Advance.

So you'd better cut down on Pokémon cards and start saving your pennies now. Just leave enough change to buy *Planet Game Boy* though, as we'll be following the Advance so closely it's gonna have to take out a restraining order to stop us...

UP CLOSE & PERSONAL

Every man and his dog had their own idea how the Advance would look. The final design – unveiled at Nintendo's Spaceworld show in Japan at the end of August – is certainly a sexy little number. And when Advance arrived in Britain – for three days at the ECTS games show in London – we not only got to lay our eyes on it, but we played it as well!

The first thing you notice when you hold the Advance is how light it is. We were amazed to discover that all the units on display had batteries in, and they were still as light as a feather (well, a 140-gram feather).

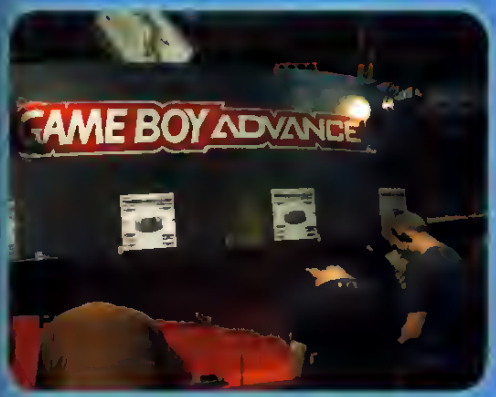
The regular controls are all pleasingly plastic – not rubbishy rubber – and the shoulder buttons are surprisingly light and springy.

It's a very solidly put-together machine, particularly with the metallic-feeling finish to the casing, so it should withstand a few hard knocks at school. The present blue and orange colour schemes are likely to change, and while at ECTS we glimpsed a new design – a smart see-through version.

Despite its size, Game Boy Advance went on to be the biggest star of the show. The machine definitely can't be faulted – let's just hope the games come up to scratch...

Scrambling through the crowds' the *Planet Game Boy* team eventually came up with a pearl...

At ECTS this year games journos of every nationality stuck their heads firmly in the 'Big N's' trough!



THE FAB FOUR

We've had our mitts all over the titles at the 'advanced' stage of development, including some game about a middle-aged plumber...

MARIO KART

Whether you're a fan of the SNES original or the N64 sequel, everyone loves *Mario Kart*. Particularly its multiplayer mode.

Nintendo chose an amazing-looking early version of *Mario Kart Advance* (working title) to show off the new machine's power. And it stole the show. The four GBAs were linked together for some smart simultaneous racing action and the result was superb, considering it's only 30% complete.

The graphics were miles better than the SNES version – especially the power-ups which no longer look like flat squares but spinning 3D cubes lifted straight from the N64 game. Mario, Luigi, Bowser and chums are all in there too, rendered impressively large on the small screen.

Expect *MKA* to form part of Game Boy Advance's launch line-up next year. We're drooling already!

KONAMI ALL STAR RACING

Mario Kart isn't even out yet, and already we've got a barefaced clone in the works. But to be fair, *Konomi All Star Racing* (at 60% complete) looks even better than Nintendo's much-hyped racer.

Gameplay-wise, it's basically *Mario Kart* with Konami characters. But the graphics were great: with water reflections, hundreds of colours and superb lighting. There was also some very funky music and even super-clear sampled speech (even if it was in Japanese). Definitely one to watch out for.

PINOBEE - QUEST OF THE HEART

Platformers have become the boring bread and butter of the old Game Boy but this effort from Hudson Soft looks set to breathe some much needed new life into the stale style. Pinobee himself is a jet powered robot insect (the name comes from Pinocchio) who can run, jump, fly and hover.

It's all in 2D, but uses rendered 3D graphics as sprites, like *Donkey Kong Country* on the SNES. The luscious visuals are easily comparable to sideways scrollers on the PlayStation, for instance, and there's even a spot of full-motion video. Our hopes are high!

KURU KURU KURUBIN

Now this is a weird one. It's like one of those tricky fairground games where you have to pass a metal hoop through a bent peice of wire without touching the sides.

In *Kuru Kuru Kururin* (which loosely translates as Round and Round) you must manoeuvre a slowly spinning stick through a rotating maze. Smack the sides too many times and the stick will crack and explode.

It doesn't push the Advance's hardware but we know it's going to be as addictive as hell in that 'just one more go' kind of way. And at least it's an original idea.

Welcome to

PROF OAK'S Question Time!

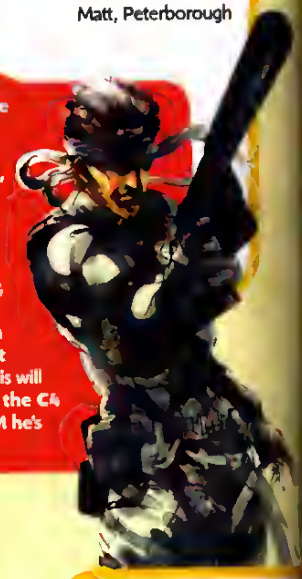
"Greetings, my young students! I've been working flat out to help those of you stuck in a rut. In fact, I've been playing so much that I ran out of batteries and had to wire Pikachu to my Game Boy. The little fella's recharging his solar cells in the sun now, bless him. But really, for Pikachu's sake, no more Zelda queries!"

METAL GEAR MAYDAY

"I need assistance with *Metal Gear Solid*! On the fifth level, Snake has to rescue some guy named James Harks. It says that you have to blow up the east wall to his cell, but none of the explosives seem to work! Please could you tell me how to free him?"

Matt, Peterborough

"Just a second, Matt. Let me tune my Tip-a-Tron machine and I'll be with you. (Sounds of Tip-a-Tron being kicked.) Ow, my foot! Right, let's try again. The answer is.... 'SWEDEN?' Hold on, I'll ask Geodude... After first speaking to James, head back to the main corridor. Go right, through the door, to find some C4. Now return to the maze. Use the conveyor belt with a blue box on it and, after the next machine, change to a red box. This will take you down a level. Now use the C4 against the left wall and BOOM he's free! Cheers dude!"



BOTTLE GROTTO BLUES

"I'm stuck on *The Legend of Zelda: Link's Awakening* in the second dungeon (Bottle Grotto) because I can't seem to find the Nightmare Key. I am in a room where there is supposed to be a treasure chest but I can't see one. Do I have to kill anything, move blocks or pick up pots? There is also a stone tablet that says 'First defeat the imprisoned Pols voice, last Stalfos'. What does it mean?"

Jethro German, Berkshire

"Don't panic Jethro. (Is that your real name?). You're not the only one stuck on this puzzle. Using my cystal ball (turns to guide in *Planet Game Boy* issue one) I can see you must go to the room where there's an imprisoned bunny rabbit thing, push a block to free it, then kill it with a pot. Then kill the bat, followed by the other creature (Stalfos). The Key will now appear. Next!"

TRADE SECRETS

"I recently traded *Rugrats the Movie* for *Spy Vs Spy* and have been having difficulty beating the computer. It wins every time and I'm sick of it. Have you got any tips or cheats (preferably cheats)? It's driving me mad. Please help!"

Sam Leigh, Stoke

POKÉMON CORNER

"Pokémon. Now wait a minute. It rings a bell. It's that game you play with sticks isn't it? No? Hold on, I'll remember in a minute. Ah yes, it's come back to me now! I think..."

"Can you catch a Mew, a Crystal Onix, a Togepi and a Pikablue on the Game Boy? Can you get all of these without using a cheat cartridge? If you can, where and how?"

Luke Buchan, Great Yarmouth

"Somebody's been telling you porky pies, haven't they? You cannot catch Mew in *Pokémon Red*, *Blue* or *Yellow*. Anywhere. You could only get him from those nice Nintendo people. As for Crystal Onix, it doesn't exist. And Togepi and Pikablue (his real name's Marill) are only in *Gold* and *Silver*. Sorted!"

"Help, I'm stuck! I'm outside Sabrina's Gym and I can't get in. There's a person from Team Rocket blocking the way. I just don't know how to get in. And it's really bugging me now!"

Danielle Pomitt, Bristol

"Scyther, get off the sofa! Look what you've done to my cushions. Ah yes, this is an easy one. To get into Sabrina's Gym, you must complete the Silph Co level, based in the big building in Saffron City. Scyther, not on the rug!"

"I'm stuck on *Pokémon Yellow*. I can only get through three of the Elite Four. Help!

Grant H

FANTASY FAILURE

"I am stuck on *Final Fantasy Legend II* and I am hoping you could help me out. I cannot seem to defeat Apollo (who I think is the final boss). His attacks kill me instantly. Do you have any tips or strategies which will help me beat him?"

Steve Smith, Basildon

"Squirtle – Water Gun, quickly! (Hissing sounds follow.) My beautiful Tip-o-Tron! I spent minutes building it! Oh well. Steve, ensure that each character has a Heal Staff. For the first rounds Apollo uses the Aegis Magi to defend himself, so use weapons like Xcalibr, Gungnir Spear and Psi Pistol. Once Apollo transforms, he will attack with the Masmune Magi and Flare Spell. When beaten Apollo blows up so use your Heal Staff beforehand."

WE'RE IN-GENIE-US

"I am stuck on *Zelda Link's Awakening*. The bit I am stuck on is Level 2. I don't know how to defeat the genie in the bottle. I've dropped 30 bombs at it but still it doesn't die. Please tell me how to defeat this enemy."

Reena Buchaya, Croydon

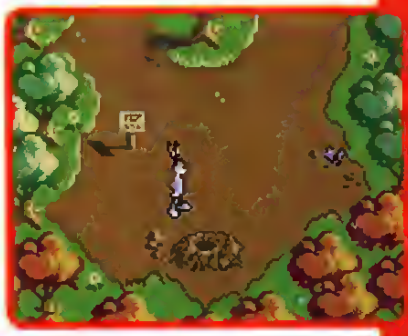
"Tsk, tsk. If you're stuck this early on, it doesn't bode well for the rest of the game. Ah, young people today. Back in my youth we didn't have all this technology nonsense. It was all fields and trees... Anyway, where was I? Ah yes, *Zeldo*. To defeat Christina Aguilera (the genie in the bottle!) you'll need to equip the Power Bracelet. When he pops back into his bottle, pick him up and throw him at the wall. Repeat this three times until he gets mad and flies around the room. Use the Roc's Feather to jump over his fireballs and slash him with the sword until he's a goner. That'll keep you going!"

"Two spoons of Marmite, mixed with three lumps of Wensleydale cheese, strawberry jam, Oxo cube – now burn to taste.... Sorry Sam, I'm just preparing Psyduck's dinner. He's got very strange tastes. Now then, stuck on *Spy Vs Spy* eh? That game takes me back to when I used to play amongst the fields and trees... Er, sorry. Let me see. If cheats are what you're after, check this out. For a level select, enter 15Y24 as a password. Or to skip straight to the final level, enter Z4W4P. But remember – cheats don't prosper, you know!"

MARTIAN MADNESS

"I'm really stuck on *Martian Alert*. I'm trying to get the crystal for Witch Hazel but I can't. Can you help?"

William Hardie, Newcastle



"Of course I can help, William. With my trusty – or should that be rusty – Tip-o-Tron, I can answer any question! Usually. Let me input your details (fingers crossed). Ah... go to Lake 5 and dive. Plant some dynamite on the boulder at the bottom and then swim through the hole. Go right and eventually you will come out on the other side of the wall in Rabbit Hole 6. Make your way to Rabbit Hole 10 and collect the crystal. You should now have all the items Witch Hazel wanted, so return to her house. Hey, the Tip-o-Tron worked! Wait, what's that burning smell?

Stuck on your favourite game?

Let me, Prof Oak of Pallet Town, solve your problems!

WRITE TO:
Prof Oak's Question Time
Planet Game Boy,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW

A "Now coma on Scyther, it won't hurt. Machop, you grab his legs and Hitmonlee grab his arms. Now don't struggle. We'll just snip a couple of inches off those claws. I'm having a new sofa delivered on Wednesday and I don't want it ruined. That's better. So you want help with beating Lance, do you, Grant? Naturally, he's the toughest of the Elite Four, and relies on dragon power. He has a level 58 Gyarados, two level 56 Dragonairs, a level 60 Aerodactyl and a level 62 Dragonite. Ice Pokémon are your best bet to beat him."

Q "I can't seem to get to grips with Seafoam Islands. I just can't get from one cave to the other. If you could help me I would be very grateful."

Ben Delaney, Prestatyn

A "Ben, you need to get the two big boulders from the entrance level all the way down to level three. Just push them with Strength-equipped Pokémon so they will block the fast-flowing water, allowing you to cross to the next cave. Simple pimple!"

PROF OAK'S FINEST TIP OF THE MONTH

BUYING BARGAIN PRICE POTIONS

When you reach Celadon City, go to the top (sixth) floor of the Poké Mart and buy Lemonade from one of the machines. It replenishes 80 HP, and it only costs 350 – a lot less than a Hyper Potion.

Prof Oak's TIPS LAB

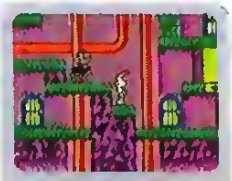
I've been busy concocting some of the tastiest tips around. Let's eat! (Urgh! – Ed.)

X-MEN MUTANT

Wouldn't it be cool to have super powers? Mine would be the ability to fire porridge from my fingers. Great fun for all at breakfast time!

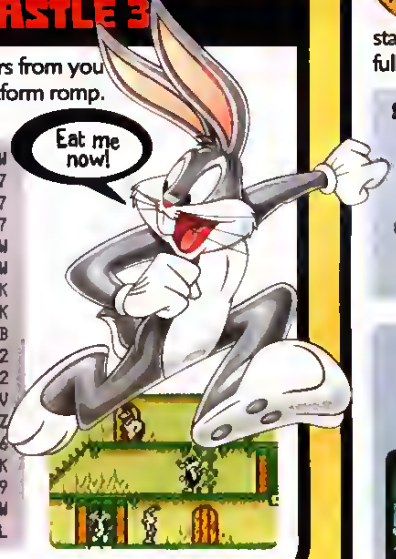
BUGS BUNNY CRAZY CASTLE 3

The postie delivered a sack-full of letters from you lot asking for help with Bugs' third platform romp. So here's a selection of codes.



LEVEL CODES

Level	Password
04	SXBX47
05	XCB84R
06	CT884R
07	CSBBG7
08	TXB24H
09	1SB849
10	LC8BGW
11	5TBV4R
12	0L884W
14	81BV47
15	45B2G7
16	GLBVG7
17	QLBVGW
18	7SBVGW
19	MDBX4K
20	JOB84K
21	NOB8BB
22	28B8G2
23	R4B8G2
24	HG824V
25	7M8XGZ
26	WJ88G6
27	JN8X4K
28	928249
60	6XXVPL or 97X3GW
FINAL	6JX*GL

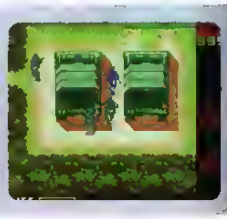


METAL GEAR SOLID

This is one of my favourites. It reminds me of the time I was in the Pokémon Army, stationed off Cinnabar Island, and sneaked into a nest full of Beedrills. Want to see the scars?

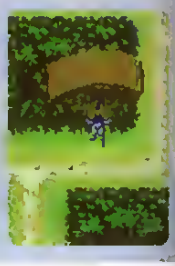
STAGE SELECT

Complete the game on the easy level to unlock a new mode, allowing you to play through any stage in the game with new objectives.



UNLOCK SOUND MODE

Complete all VR missions in both practice and time attack mode to access a sound test and listen to all the game's tunes!



TUROK 3

Caught between *Turok* and a hard place? You'll to input these codes on the password screen to make it easier then won't you?

CHEAT CODES

Action	Password
Unlimited Ammo	ZXLCPMZ
Unlimited Lives	FJVHDCK
Skip Level	XCDSDFS

RUGRATS THE MOVIE

Don't get nappy rash from the carpet crawlers. cream made from the finest ingredients. (In

LEVEL SELECT

On Level 2, when you go to the third fireplace, skip all of the balloons and go to the front of the fireplace. Enter this code: Up, Up, Down, Down, B, Right, Left to activate a level skip.

ACADEMY

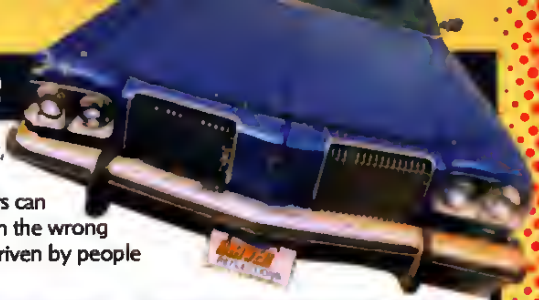
UNLOCK X-MEN

PHOENIX
At the title screen press Down, Right, Down, Up, Left, Right, B, A

APOCALYPSE
At the title screen press Right, Left, Up, Down, Left, Up, B, A.

DRIVER

Remember, my young disciples, cars can be dangerous weapons in the wrong hands. Especially when driven by people who wear flat caps.



LEVEL CODES

The game uses a symbol system for its codes. We've simplified it like this:

Face:	FA	Blue Light:	BL
Cone:	CN	Stop Light:	SL
Badge:	BG	Red Light:	RL
Tire:	TR	Key:	KY

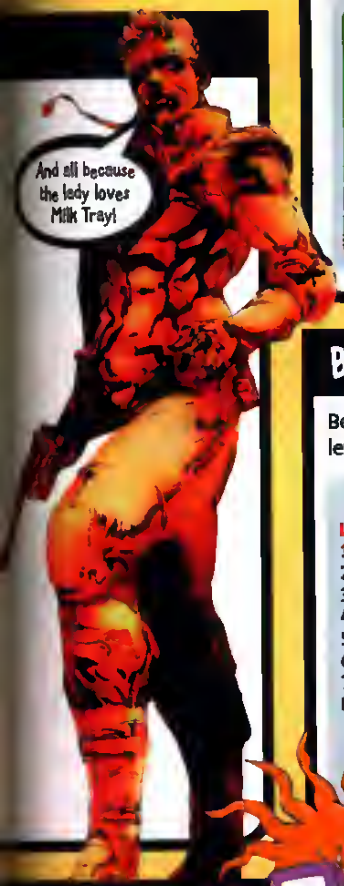
Mission	Password
2: Hide The Evidence	TR BG CN RL
3: Boat Chase	SL KY KY BL
4: Ram Raid Race	CN CN CN BG
5: Superfly Drive	KY RL RL SL
6: Bait For A Trap	KY BG TR BL
7: Take Out Di Angelo	BG CN BG RL

LOS ANGELES

Mission	Password
1: Steal A Cop Car	RL BG KY TR
2: Get Lucky To The Doc's	CN BL RL RL
3: Beverly Hills Getaway	BG BG SL CN

NEW YORK

Mission	Password
1: Grand Central Station	BL KY KY KY
2: Trash Granger's Wheels	SL TR RL BG
3: Stop Granger's Gang	KY BG BG CN
4: Chase One of Granger's Boy's	RL BL RL BL
5: Cross Town Record	TR KY CN SL

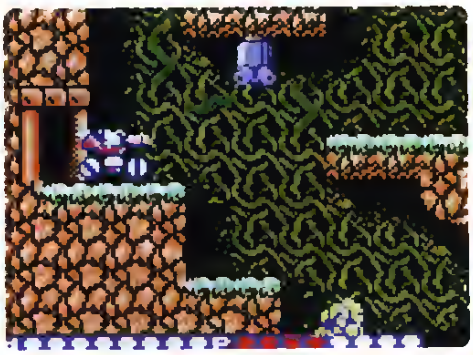


BLASTER MASTER: ENEMY BELOW

Be a faster blaster at *Blaster Master* with these tasty-as-pasta, erm, level codes. I'm a poet and I didn't realise it. No, that's not right.

LEVEL CODES

Level	Password
1:	E6C3D3KF
2:	E6D3D3KG
3:	E7C3D3KH
4:	E7D3D3KI
5:	F6C3D3KQ
6:	F6D3D3KR
7:	F7C3D3KU
8:	F7D3D3KT



Just apply this special other words, cheat.)

Level	Password
2	TOMMY BK
3	RQVDHJVV
4	BVBYFJND
5	RJDBCVRT
6	VNGBLJCV
7	BJGSMVSH
8	LJTBWQQD

ACTION REPLAY CODES

POKEMON RED/BLUE ONLY

Get Mew 0115D8CF

POKEMON YELLOW

Surfing Pikachu (without using *Pokémon Stadium* and Transfer Pak)
013973D1 015564B1

SUPER MARIO BROS DX

(Turn the codes on and then off in the level only or the game will crash.)
Have 99 Lives 01637FC1
Have 99 Coins 0163F2C1

STAR WARS EPISODE 1 RACER

Infinite POW 0140A4C2
Always first place 0100A0C2

CROC

Infinite lives 0105AEC0
Have 99 Crystals 0199ADC0
Have all four Gobbos 0104AFC0

TOMB RAIDER

Infinite Health 01ff89c1
Have Yellow/Red/Blue Handle 01ffb4c1
Have Red and Blue Diamond 0163b2c1
Have Gold Bars 0163b3c1
Have Iris 0163b4c1
Have Snake Eye, Nightmare Stone, and Orb 01ffb5c1
Have Staff Segments 0163b7c1 01ffb8c1

ANY OF YOUR OWN?

We're looking for the best Action Replay cheats and codes, so send yours in today. They don't have to be just health and ammo cheats – the more original they are the better!

SEND CODES TO:

Action Replay Codes, Planet Game Boy, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

OR EMAIL:

planetgameboy@futurenet.co.uk

RETRO CORNER

Cheats that stand up to the test of time...

TURRICAN

Apparently this was a classic conversion from the Amiga days. I don't know about you but it sounds like a type of cat food. Yum! Anyway, for invincibility press A, B, B, A, B, A, A, B, A, A, B. A, A at the title screen. For a level select, hold Select and press Start at the title screen. To skip levels, activate invincibility and begin a game. Press Start to pause, then press Select to go to the next level.

TENNIS

One of the first ever Game Boy games is still a goodia. Here's an easy peasy way to win, but a bit bruising on the bonce! When serving, toss the ball up and immediately walk under it so that it lands on your head. If done correctly, the next screen will show that you've just scored. Do this four times and you've won the set!

SUSSED!

PRICE: £24.99
FROM: NINTENDO
OUT: NOW

LINK-UP: NO
COLOR ONLY

by Steve Edwards

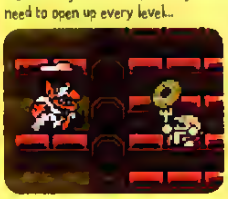
WARIO LAND 3

If life trapped inside a magical Music Box is getting you down, cast a glance over our complete solution...

USING THE GUIDE

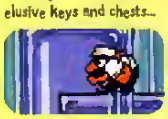
Our maps show the entire game in its finished state. Everything is open – every wall bashed out and secret tunnel revealed. We tell you what to do at the tricky bits, but make sure you read the important general information here first!

We'll show you what treasures you need to open up every level...

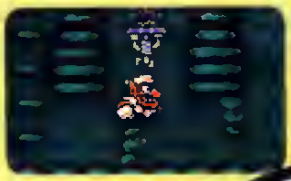


What abilities you'll need to win at *Wario Land 3*...

Where you'll find those all-too-elusive keys and chests...



How to avoid or use the nasties...



And generally how to become a *Wario* wonderkid. Don't thank us!

TREASURE KEY

The number, contents and effect of each treasure chest appears in bold.

Some treasures need to be added to others to work. It will say here if they do.

The locations that the treasure opens or affects will be listed here.

COMBINE AFFECTS

ENEMIES

Wario's foes are often as much a help as a hindrance...

Apple Thrower: Transforms Wario into Fat Wario. Charge to kill.

Barrel: Pick up and throw at walls and adversaries. Can be caught, with skill.

Bats: Turn Wario to Vampire Wario – can't be killed, so dodge 'em.

Beetle: Get in the way on webs and vines. Can be killed to avoid them!

Big Frog: Killed by zombies, frozen or Hot Wario. Leaps if you smash floor.

Big Leaves: Flutter down from treetops giving a limited time to jump on them.

Birdie: Attack when Wario gets close. Can be used as platforms. Drop Smash to kill.

Blob: Fire projectiles that knock Wario off balance. Drop Smash the fiends.

Blue Lurker: Oodle but spiky. Drop Smash them to use as platforms.

Bubbles: Turn Wario to Bubble Wario on contact. Useful for getting past currents.

Bug Nest: Fires nasty bugs that turn Wario Electric. Bash floor to use as platform.

Doughnuteer: Hurls doughnuts that transform Wario to Fat Wario.

Flame Bot: Built-in flamethrower sets Wario alight, turning him into Hot Wario.

Flashing Lamp: Drops sparks that travel in Wario's direction. Can't be killed.

Flying Fish: Leap out of water as they please and send Wario into uncontrollable roll.

Ghost: Swoops on Wario, blacks screen out. Drop Smash or charge to shake off.

Hammer Bot: Flashes Wario with hammer changing him into Bouncy Wario.

Idol: Squashes Wario into Flat Wario. Shockwaves are a nuisance, too.

Laser Bot: Deadly beam that transforms Wario into his Split Wario form.

Mad Scientist: Creates potion that turns Wario into Invisible Wario.

Mole: [illegible] blocking route. Drop Smash to [illegible] him down.

Moon: [illegible] out energy bolts that transform Wario into [illegible] Wario.

Mummy Hand: [illegible] rks the [illegible] and water, pulling Wario in. Can't be killed.

Octopus: [illegible] rts off [illegible] when fully grown turns Wario into Benz Wario.

Owl: [illegible] ies Wario [illegible] level. Wario lets go on contact with [illegible] emies.

Para-Goom: [illegible] weapon, so avoid contact with [illegible] when bashing.

Pincer Bot: [illegible] Pulls Flat Wario back into shape. Jump to stun.

Pneumoo: Swoops at Wario, pumps him full of air and turns him into Puffy Wario.

Polar Bear: Fires out snowflakes that turns Wario into Frozen Wario on contact.

Prickly Fish: Inflates spines and charges Wario. Can be biffed but not killed.

Robo-Mouse: Relentlessly chases Wario, bashing away blocks in its path.

Rock: Similar to [illegible] – pick up and throw at certain blocks and enemies.

Seeing Eye Gate: Closes when Wario approaches. Invisible Wario can sneak by.

Silk Worm: Will change Wario into String Wario if he gets too close.

...the complete guide!

Golf mini-game

The only way to remove those annoying Mini-Game Clear blocks dotted throughout the levels is to visit the Golf Mini-Game room. Inside, Wario's challenge is to boot a Para-Goom into the hole within the allotted number of strokes. Cool.

Golf tournament

Once Wario has collected the seven crayons (the last seven treasures) you'll discover a Golf Tournament which features four courses (each with five holes). It'll cost you 50 coins to try a course, and the fourth course is inaccessible until all 200 Musical Coins (there are eight on each level) have been collected.

Time attack

Should you manage to collect all 100 treasures, you'll uncover a Time Attack mode, where your task is to visit every level, grab the four keys, then dive into any exit door (you cannot save your progress during this mode). The game will record your best times for each level.

It'll be ages before you see all this.

Collect all 100 treasures and you are, indeed, perfect.

Snake: Acts as a lift taking Wario to high platforms. Fire breath turns him Hot.

Snowfall: Descends from ceiling at key points turning Wario to Snowman Wario.

Spark: Travels along floor and turns Wario into Electric Wario. Can't be killed.

Spear Bot: Charges Wario on sight and attacks him with in-built spike.

Spearhead: Prods Wario when close. Abundant, so handy for smashing blocks.

Spike: Pops out of walls. Knocks Wario off balance when in vulnerable form.

Spiker Fish: Jumps out of water firing at Wario. Only seen once. Can't be killed.

Sumo: Squishes Wario into Flat Wario. Causes earthquakes when he lands.

Sun: Doggedly follows Wario spitting fireballs that turn him into Hot Wario.

Turtle: Ferries Wario across turbulent waters. More of a friend than a foe.

Twinkle: Predictable in his path but slightest contact turns Wario into Electric Wario.

Urchin: Turns Wario into Puffy Wario. Only found on one level. Can't be killed.

Water Drip: Found in Wherever Rain occur. Turns Vampire or Bat Wario to normal.

Zombie: Lurks head in water turning him to Zombie Wario. Duck to avoid.

Wario's conditions

The key to success is making the most of the various states Wario transforms into. They give him the ability to access new areas and items...

Benz Wario
Hit an Octopus to be catapulted backwards as Benz Wario, only stopping when you hit a wall.

Invisible Wario
Wario can slip through Seeing Eye Gates. Pass through a pipe to become visible again.

Bouncy Wario
As a huge bouncy spring Wario can reach high-up platforms. Hold 'A' for extra height.

Puffy Wario
Full of air, Wario floats upwards until he hits something solid. Great for reaching high places.

Bubble Wario
Trapped in a bubble, Wario can only steer left or right. Handy for passing currents, though.

Skydiving Wario
Step into an air current and up Wario goes. He can be steered left or right while ascending.

Crazy Wario
Wario can stagger, jump, and bash foes but your best bet is to find water to sober him up.

Snowman Wario
Hit a slope as a snowman and Wario rolls through snowball blocks. Dark ones need a run up.

Electric Wario
Once electrocuted, Wario can do little but tumble backwards into the nearest wall.

Split Wario
The beams fired by the Laser Bots aren't for show – get hit and he'll be split in two!

Fat Wario
Moving slower and jumping lower, Wario can bash through doughnut blocks in this state.

String Wario
Wario rolls hopelessly back and forth, bashing enemies and string blocks on the way.

Flat Wario
In this pancake-esque state, Wario can fit through gaps and float gracefully though the air.

Vampire Wario
Wario switches 'tween Vampire and Bat by pressing 'B'. In this state, jab 'A' to fly around.

Frozen Wario
Sends Wario sliding helplessly backwards. Useful for getting past frogs and spikes.

Zombie Wario
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

Hot Wario
Wario can jump as he runs, butt aflame. When stopped, he can burn enemies and fire blocks.

Power-ups

Wario starts off with just the Smash ability to his name. Other moves are learned by collecting Power-ups, hidden in certain treasures...

Smash: Wario can bash side-on enemies and crumbly blocks.

Drop Smash: Wario can bash enemies, blocks and moles below.

Swim: Allows Wario to explore underwater areas and bash fish.

Headbutt: Wario can smash blocks above and knock enemies over.

Throw: Pick up 'n' chuck baddies. Hold 'B' or 'Up' for variation.

Super Smash: Allows Wario to bash big enemies and solid blocks.

Super Drop Smash: Fell big foes 'n' blocks, make quakes.

Super Jump: Jump higher and bounce off the bad guys.

Super Swim: Prod 'B' to fight through those strong currents.

Super Throw: Hurl mightier enemies such as Hammer Bots.

Note: If you forget what abilities you have, or what they do, you can always get help by selecting 'Action Help' while the game is paused. Once you have new abilities, revisit levels to discover previously unreachable areas.

WALKING ALONG, SINGING A SONG,

N1: OUT OF THE WOODS

TREASURE TARGET

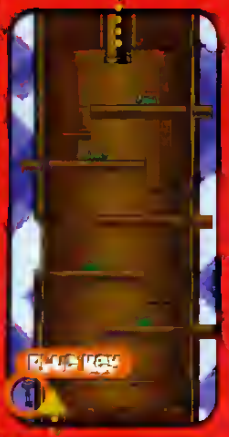
$27 AXE
Cuts down tree in North
AFFECTS: N2, N3

$21 JAR
Creates a rain cloud in West
AFFECTS: W3, W4

$6 WEBBED FEET
Super Swim Power-up
AFFECTS: N4, S4, W5

$5 YELLOW MUSIC BOX
Frees hidden figure in Temple
CHANGES: #1, #2, #3, #4
AFFECTS: Temple

1. Hop quickly across these small leaves – they act just like the red disappearing platforms.
2. These big leaves weave their way down from the trees before disappearing – move swiftly!
3. Allow the Sumo to flatten Wario before attempting to slip through this gap.
4. This door is opened when Wario collects the GREEN treasure from E3 (Treasure #59).
5. Use the Bug Nest (lower it by stomping the floor) to reach the treetop platforms.
6. Lure this Birdie to the left and use him as a platform to reach the ledge above.
7. Roll down this slope to collect the coin on the far right.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Sleeping enemies aside, there are no major differences apart from the Spitter Fish, which makes it much harder to reach the Green Chest.

BOSS: THE GIANT SPIDER

1. When the Spider first appears, make your way over to the left.
2. Avoid his web attack, it will turn Wario into String Wario, forcing you to retrace your steps.
3. Allow the web to settle on the floor, then pick it up and lob it at the Spider.
4. He'll come crashing to floor level and spit out more webs – jump over these and Drop-smash his back.
5. He'll quickly ascend then drop out two more webs. Again, allow them to turn into balls, then lob one at him.
6. He'll drop down once more (keep moving to avoid him landing on Wario's head) so jump the web again and Drop-smash on his back.
7. Once again he'll leap back up, this time spewing out three webs. Grab one and hurl it.
8. Predictably, he smashes down to the floor – Drop-smash to get rid of him.
9. You'll now get access to the Blue Chest.

N2: PEACEFUL VILLAGE

TREASURE TARGET

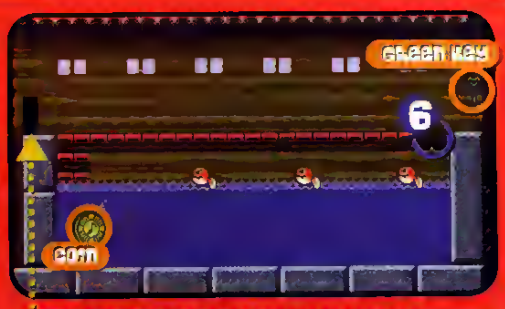
#31 BLUE STONE TABLET
Opens gates in the North
#32
AFFECTS: W1

#23 BLUE SPELL BOOK
Freezes sea in the East
#28
AFFECTS: E2

#87 CHALICE

#77 DAY/NIGHT TILE
Gives Wario the facility to toggle between day/night.

1. Use Fat Wario to bounce the Doughnuteer to the topmost platform.
2. To get the Silver Key, bash the pink blocks with Fat Wario or use Zombie Wario at night.
3. These doors only open at night, you can only come through them one way during the day.
4. Drop-smash the floor a couple of times to move the Big Frog out of the way.
5. The Snake only appears when Wario grabs the SILVER treasure from E1 (Treasure #62).
6. Drop-smash through the platforms on the far right to reach the coin below.
7. Watch out for Sparks from these Flashing Lamps, as it's a long way to retrace your steps.
8. Charge through these pipes to progress to the Blue Key – but be quick about it!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Apart from the Zombies, the only difference is the double doors – you can enter and exit freely at night, but you can only come through during the da-

GO UNDERGROUND, OVERGROUND

W3: THE VAST PLAIN

TREASURE TARGET

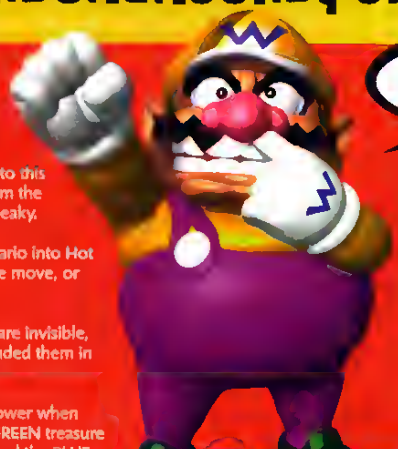
$32 RED SKULL RING
Opens gates in the North
COMBINES: #31
AFFECTS: W1

$99 BLUE CRAYON
Colours bushes on Game screen
COMBINES: #94, #95, #96, #97, #98, #100
AFFECTS: Golf mini-game

$30 RED SKULL RING
Raises the Tower of Revival
COMBINES: #29
AFFECTS: S3

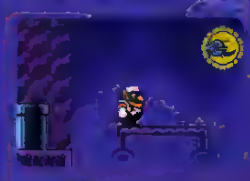
$78 RED RING

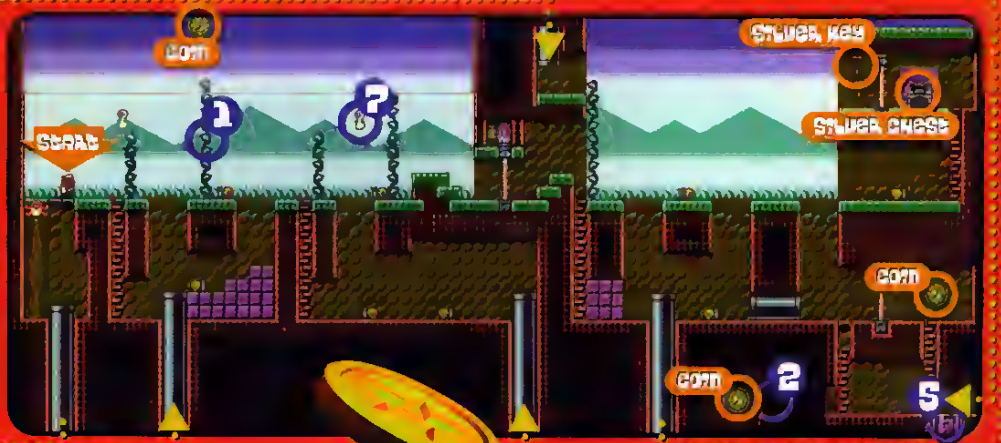
1. These vines don't appear until Wario collects the SILVER treasure from S2 (#72).
2. Wario can only get to this coin by entering from the [illegible] as Zombie Wario. Sneaky.
3. The Sun will turn Wario into Hot Wario – keep on the move, or [illegible] back at night.
4. The platforms here are invisible, but we've kindly shaded them in [illegible].
5. These "5t" blocks lower when Wario collects the GREEN treasure from W5 (Treasure #40) and the BLUE treasure from S4 (Treasure #39).
6. Use a Bubble to float past the current and then make a grab for this particular coin.
7. Move quickly to avoid the Ghosts, as you'll be forced to drop down if they smother you.
9. Only this Pincer Bot can get Wario up to the Coin lurking above.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though it's recommended you go for the Green Key/Chest at Night, as the Moon is a much more forgiving adversary than the Sun.





AND SET WARIO WOMBLING FREE!

N4: BANK OF THE WILD RIVER

TREASURE TARGET

$26 TRIDENT
Causes thunderstorm in South
CHANGES: $25
AFFECTS: S4

$39 MAGNIFYING GLASS
Gives Wario the ability to view the Treasure List

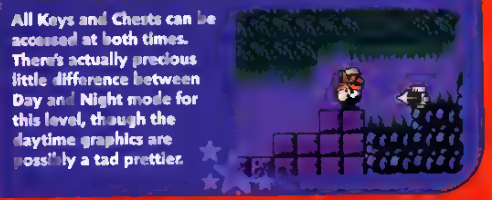
$46 MAGIC SPIDER
Weaves a magic web over gaps in certain levels
AFFECTS: S3, N5

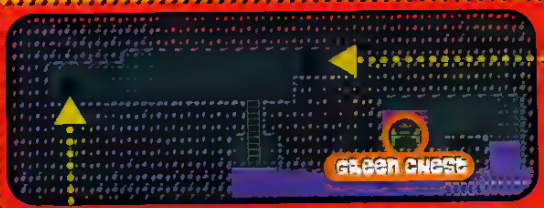
$55 ROCKET

1. Use this Rock to bash your way through to the Torch at the top of this section.
2. Use the Torch to become Hot Wario. This is the only way that you can reach the Blue Chest.
3. Only Bat Wario can get past the Big Frogs, but watch out for the Water Drips! They can be a real pain!
4. This tube only moves up when Wario collects the RED treasure from E4 (Treasure $46).
5. Bash through the bricks (you need the Super Smash power-up) to reach the hidden door.
6. Bash through these bricks to reach the cunningly hidden door.
7. These Urchins turn Wario into Puffy Wario – avoid if you wish to stay in the water.
9. Breaking with tradition, only a Hot Wario can smash through these blocks.
9. As before, charge at these bricks to reveal yet another hidden door.
10. This coin is hidden by the foliage – keep your eyes open!
11. Use Puffy Wario (activated by touching the Urchin below) to reach this out-of-the-way coin.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. There's actually precious little difference between Day and Night mode for this level, though the daytime graphics are possibly a tad prettier.





BOSS: MUTANT MOUSE

1. When Wario first drops in wait on the left until you can hop on the Dragonfly
2. If Wario falls into the water and gets eaten by the Fish, he'll get spat out into the current at the bottom.
3. Jump on the first cheese-laden Bug. He'll drop his cheese onto the fish. Direct hit!
4. Continue to ride the Dragonfly and bash the next two Cheese Bugs. (Their cheese will miss the fish.)
5. When the next Cheese Bug appears jump on him to score the second strike.
6. Continue to ride the Dragonfly, and once again bash the next two Cheese Bugs that appear (as before, their cheese will miss the Mutant Mouse Fish completely).
7. As before, you should be heading right as the next Cheese Bug appears – bash him to score the third and final hit.
9. When he's bloated, the Fish will descend and plug the current, allowing Wario to access the Green Chest (use the Dragonfly to get back).

N5: The Tidal Coast

TREASURE TARGET

#25 YELLOW SPELL BOOK
Causes thunderstorm in South
CONTAINED IN: #26
AFFECTS: S4

#63 FOOT
Changes landscape in certain levels
AFFECTS: W2, S4, E1

#44 FAN BLADE
Makes fans work in A Town in Chaos
AFFECTS: W4

#79 GREEN RING

1 Igniting Wario's butt on this torch is the only way to reach the Silver Chest.

2 This door is only accessible at night, when the water level is a little bit higher.

3 Only a Wario equipped with the Super Smash Power-up can get through these blocks.

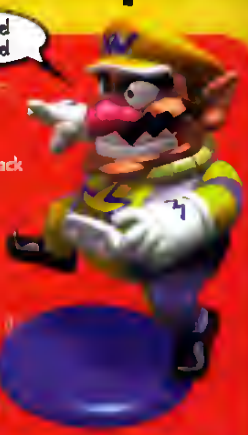
4 Again, you'll need the Super Smash Power-up to bash through here.

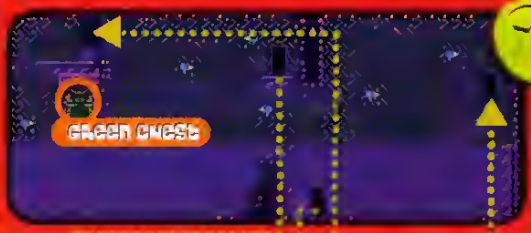
5 Collect the BLUE treasure from W4 (#43) to make the Octopi bigger.

6 Avoid the Bubbles here at all costs, as retracing your steps back to this point is extremely tedious.

7 Access here is impeded until you collect the GREEN treasure from N4 (Treasure #46).

8 Be careful with these doors, as they only lead in one direction! In doubt, follow the map!





ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, apart from the Green Chest – the water level is higher at night, which is the only way Wario can reach the door leading to the chest.

E6: SEA TURTLE ROCKS

TREASURE TARGET

#3 GREEN MUSIC BOX
Frees hidden figure in Temple
COMMAND: #1, #2, #4, #5
AFFECTS: S5

#64 GOLD EYE (LEFT)
Opens 'snake' door in Tower of Revival
COMMAND: #65
AFFECTS: S3

#69 SUN ICON (TOP)
Summons the Sun to the East
COMMAND: #70
AFFECTS: E4, E2, E3

#74 GONG
Summons the Moon to the South
AFFECTS: S6

1. Use the cart to chug your way to the ladder, and ultimately up and across to the Blue Chest.
2. These lasers are extremely lethal – hit one, and Wario will be knocked right to the bottom.
3. This door is hidden until Wario collects the GREEN treasure from E6 (Treasure #43).
4. This pipe leads directly to the similar pipe on the right-hand side. Don't get confused!
5. Use the slopes to roll 'n' jump your way to the Green Key and Green Chest.
6. Plenty of bashing and stomping is required to carve this path through the rocks.
7. This door remains hidden by murky water until Wario collects the SILVER treasure from S5 (Treasure #68).

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Apart from the snoozing Spearheads, there's practically no difference between the two modes (even the graphics are identical!).

BOSS: ROBO-SQUID

1. When Wario first drops into the area, the Squid is pretty close by, so swim to the top-right of the screen.
2. Avoid the Squid's two main tentacles, or he'll be thrown out.
3. Swim above the Squid (safer if he's travelling in the opposite direction) and then hit the light on his head.
4. Take too long and the Squid will spit out some temporarily blinding ink.
5. Once hit, he'll expose the flashing light on his underside – follow a similar tactic and swim or jump up to bash this light and score a hit.
6. Repeat the process, first bashing the light on his head, then hitting the one on his er, bottom.
7. Though a little bit faster and more unpredictable, it's not too difficult to repeat the entire process a third and final time.
8. Once the sinister squid has been disposed of, he drops a Life Ring which acts as a platform, allowing Wario to reach the Chest above.

THE BIG BRIDGE OVER THE RIVER

S1: THE GRASSLANDS

TREASURE TARGET

#1 GOLD MUSIC BOX
Frees Hidden Figure in the Temple
CHANGES: #2, #3, #4, #5
AFFECTS: S2

#61 WHEELS
Allows carts to move in The Volcano's Base
AFFECTS: W2

#28 SCEPTRE
Freezes sea in the East
CHANGES: #23
AFFECTS: E2

#60 WARRIOR DOLL

1. Leap off these disappearing platforms as they are falling to reach the Green Key.
2. The floor is littered with hidden holes – avoid them, or it's back to the start.
3. The Birdies here are slightly different, turning Wario into Crazy Wario on contact.
4. Cunning use of Flat Wario is required to reach the Silver Key.
5. This vine won't appear until Wario collects the SILVER treasure from S2 (#72)
6. Wario can only reach this coin by bouncing up on a Spearhead (requires Super Jump Power-up).
7. Use the barrel to get rid of the Apple Throwers.
8. Bash the blocks, move the stove, then use the Bouncy Wario to reach the Blue Key.
9. The Snake only appears when Wario grabs the SILVER treasure from E1 (Treasure #62).
10. Wario can't get his spindly legs up here until he's acquired the Super Jump Power-up.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. There are no differences between the two modes aside from different graphics and slightly more twinkly music.

BOSS: GIANT WORM

1. When you drop down, keep to the left as the worm emerges from the right.
2. He'll start to spit out rocks – jump over these or Wario will be sent tumbling off the edge.
3. After you leap over the rock, charge at his stomach to send him into the soil.
4. As he starts to descend, jump up and Drop Smash his head to score a hit (hold UP as you jump for extra height).
5. If you're close to the right he'll re-emerge at the left (and vice versa). As before, jump the rock then bash his belly.
6. He'll descend quicker than before, so swiftly leap overhead and perform another Drop-Smash for the second strike. Huzzah!
7. Time is now short as he'll only poke his head briefly above the surface.
8. Leap the rocks as before and Drop-Smash his head to score the third and final hit.
9. Plant platforms will appear allowing access to a chest!

AT FIRST I WAS AFRAID, I WAS

S3: Tower of Revival

TREASURE TARGET

#7 FLIPPERS
Swim Power-up
Appears: W3, S2

#10 ELBOW PAD
Super Smash Power-up
Appears: N4, E4, N6

#22 TREASURE MAP
Shows route to the East Crater
Appears: E6

#24 KEY
Unlocks door in Tower of Revival
Appears: S6

1. This door is opened when Wario collects both the RED treasure from N6 (Treasure #64) and the GREEN treasure from W4 (Treasure #65).
2. You can't get up the web until you collect the GREEN treasure from N4 (Treasure #46).
3. Use the Doughnuteer to bash through a handy shortcut back to the start.
4. Only Zombie Wario is capable of descending through these platforms.
5. This switch controls the green barriers which guard the Red Key. Hit it!
6. Use this to turn Wario into Hot Wario, leap up the platforms and destroy the fire blocks.
7. This door is opened when Wario collects both the SILVER treasure from W6 (Treasure #66) and the SILVER treasure from E4 (Treasure #67).
8. Ignite all of the torches in the room with Hot Wario to remove this huge Fire Block.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. There is no major difference between the two modes, though the Doughnuteers are especially useful (so, if in doubt, come during the day).

S4: The Steep Canyon

TREASURE TARGET

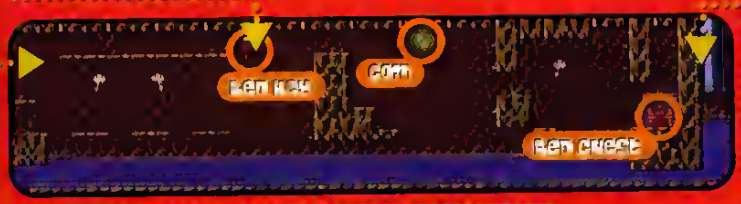
$11 BROWN GLOVE
Throw Power-up
AFFECTS: NS, E2, S2

$37 HORN
Removes boulder blocking Volcano
CHANGES: #36, #38
AFFECTS: W4, E4

$75 TELEPHONE

$39 BLUE TEST TUBE
Causes "St" blocks to sink in certain levels
CHANGES: #40
AFFECTS: N4, W5

1. Drop Smash the floor and use the Blue Lurkers to reach the top of the section.
2. This door opens up when Wario collects the RED treasure from N5 (Treasure #63).
3. Roll down this slope (jumping gaps and adversaries) to reach the Silver Chest.
4. This barrier disintegrates when Wario collects the BLUE treasure from E3 (Treasure #45).
5. Ignite all of the [illegible] in the room with Hot Wario to remove the huge Fire Block.
6. Start rolling from here to ultimately reach the Blue Key (and the nearby coin).



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Again, there are no differences apart from the dormant enemies (though the Owls are flapping about madly).

It's true that what goes

S5: Cave of Flames

TREASURE TARGET

$68 SCEPTRE
Clears murky water in certain levels
AFFECTS: S2, E2, N6

$91 CAR

$73 SACK
Leaves fall in Out of the Woods
CONTAINS: *71
AFFECTS: N1

$48 SCISSORS
Releases balloon in Above the Clouds
AFFECTS: S6

1. Use Fat Wario or Drop Smash to bounce the Doughnuteer to the top platform.
2. Use this motley bunch of Spear Bots to reach the platforms above.
3. Bounce up on the Spear Bots to reach that troublesome Blue Key.
4. Once the Pincer Bot drops the Idol, jump to bash it out of harm's way and then use it to leap up a level.
5. This barrier disintegrates when Wario collects the BLUE treasure from E3 (Treasure *45).
6. Use Bouncy Wario to destroy this block from underneath. Crafty!
7. Stay on the left of the wibbly-wobbly thing and throw a Spearhead through to bash the blocks.
9. Grab the Para Goom, jump up on the Spearhead, then drop the Para Goom and jump up on it.
9. To remove the blockage here, Wario must collect the SILVER treasure from W5 (Treasure *47).

ALRIGHT AT NIGHT?

Surprise, surprise! All Keys and Chests can be accessed at both Night-time and during the day. As the entire level is set inside a cave, you'd expect each mode to play the same. And they do. Play the same, that is.

AROUND, COMES A-CLOUD! (SORRY.)

S6: ABOVE THE CLOUDS

TREASURE TARGET

$97 SACK
Colours grass on Game screen
*94, *95, *94, *98, *99, *100.
AFFECTS: Golf Mini-Game

$93 FIRE EXTINGUISHER
Extinguishes fires in certain levels
AFFECTS: W6, E6

$53 PNEUMATIC DRILL
Generates air current in East Crater
AFFECTS: E6

$54 PICKAXE
Opens warp gate in the East Crater
AFFECTS: E6

1. Bounce on a Laser Bot to destroy this block from underneath. Ha ha!
2. To get across these platforms safely, wait for a second (once you've landed) before jumping.
3. Lure the Birdie from the right then perform a bouncing Duck Jump to get into the gap.
4. You'll need to grab this rock (with help from the Blue Lurkers) to reach the exit door.
5. Only Zombie Wario is capable of getting through these platforms.
6. To get the balloon up here, Wario must collect the BLUE treasure from S5 (Treasure *48).
7. The Moon Door appears here at night, once Wario collects the BLUE treasure from N6 (Treasure *74).
8. For safer travelling, Drop Smash every time you land on a new platform to dislodge the Blobs.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed, apart from the Blue Chest. Collect the BLUE treasure from N6 (*74) and you can then nip through the Moon Door, to grab the elusive Blue Chest.

WHAT'S THIS SWAMP

E1: STAGNANT SWAMP

TREASURE TARGET

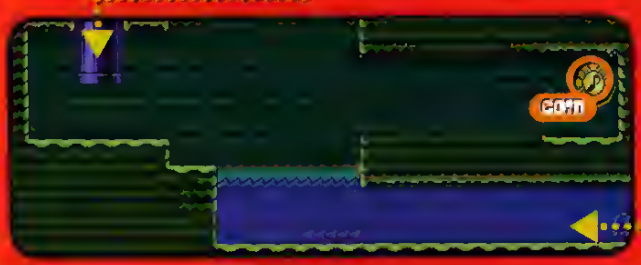
#62 FLUTE
Calls forth the snakes in the vases
AFFECTS: S1, W2, N2

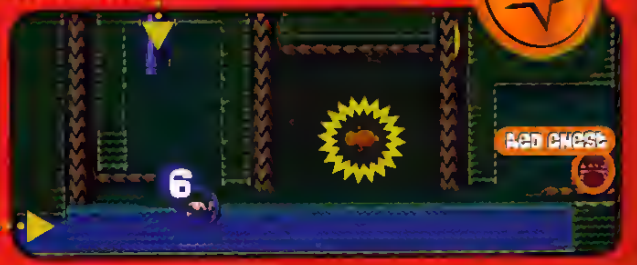
#38 GREEN GEM
Removes boulder blocking Volcano
COMBINES: #36, #37
AFFECTS: W6, E4

#4 RED MUSIC BOX
Frees hidden figure in the Temple
COMBINES: #1, #2, #3, #5
AFFECTS: W5

#71 STORM
Leaves fall in Out of the Woods
COMBINES: #73
AFFECTS: N1

1. You'll need to carry this Spearhead to the top of the section and reach the Key/Coin.
2. Wario cannot reach this door until he has the Super Jump Power-up (GREEN treasure from E4).
3. Use this pulley to access the Silver Chest.
4. These entrances are deep underwater until [Wario] collects the RED treasure from N5 (Treasure #63).
5. Use this slope to roll Wario over to the Silver Key (this works equally well from the other side, too).
6. This Turtle will ferry Wario to the Beaver Boss – simply hop on his back (and duck!).
7. The platforms blocking the way are removed when Wario collects the SILVER treasure from W5 (Treasure #47).
8. Smash though here to reach the sneakily hidden door.
9. Most of this level is blocked by wood – luckily, we've bashed out the route for you.





ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though until Wario collects the GREEN treasure from N6 (#69) and the BLUE treasure from W1 (#70), it's only possible to visit at night.

E1 BOSS: PSYCHO BEAVER

1. When Wario first reaches the beaver, hop onto the vines and climb to the right.
2. Should the Beaver topple Wario, he'll drop into the current – forcing you to retrace your steps.
3. Once above the Beaver, slide down (like a ladder) and bash him.
4. He'll drop into the water then quickly spring out again, so keep on the move to prevent him bashing Wario.
5. He'll move faster second time round, but the technique is the same – position Wario above, then slide down.
6. The crazy beaver will drop into the water and leap out once more, this time moving rapidly across the vines in a diagonal pattern.
7. Stay at the very top of the vines and dodge him carefully, then drop on him once more to score the final hit.
8. Once he's been vanquished, the Turtle will magically reappear *(What a coward – Ed)* Hop on his back to reach the Chest to the right

E2: FRIGID SEA

TREASURE TARGET

#14 SPIKY HAT
Headbutt Power-up
AVAILABLE: W4, W1

#88 KETTLE

#16 FLAMING WICK
Reveals Castle of Illusions in the East
COMBINE: #15
AFFECTS: E3

#90 FLYING SAUCER

1. This switch freezes the water in the previous section (allowing you to get the Green Key).
2. This water is frozen when Wario flips the switch above
3. SILVER treasure (#11) from S4 is needed here.
4. Use the rock to smash through these barriers (the enemies are too big to pick up!).
5. This door is hidden until Wario swipes the SILVER treasure from S5 (Treasure #68).
6. This waterfall can only be jumped through in the day.
7. Use the slope to roll Snowball Wario through this wall.
8. Use this Snowfall to turn into Snowball Wario (the only way to reach the Red Chest).
9. Roll down the slope to blitz through the entire section.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though Night-time prevails until Wario grabs the GREEN treasure from N6 (Treasure #69) and the BLUE treasure from W1 (Treasure #70).

E1 BOSS 2: PIRATE GHOST

1. When Wario first enters the Pirate's lair, head to the bottom-right and face the skull (these tactics work in reverse).
2. If Wario is caught by the Pirate, he'll be grabbed and thrown out of the area. Retrace your steps to return to the action.
3. As soon as the music starts, charge at the skull – which will illuminate the background ever so slightly – then leap to the top-right.
4. Charge at the skull in the top-right corner (illuminating the background further) then dash across to the top-left.
5. Again, charge the skull, then slip down the gap, across the middle and down the ladder to the bottom-left.
6. The Pirate will be hot on your heels, so swiftly charge the skull to see off the pesky varmint for good.
7. Once the Pirate has been exorcised, he'll leave his hat behind. This acts as a handy platform, allowing Wario access to the Chest above.

IS WARIO REALLY A WICKED WITCH?

E3: CASTLE OF ILLUSIONS

TREASURE TARGET

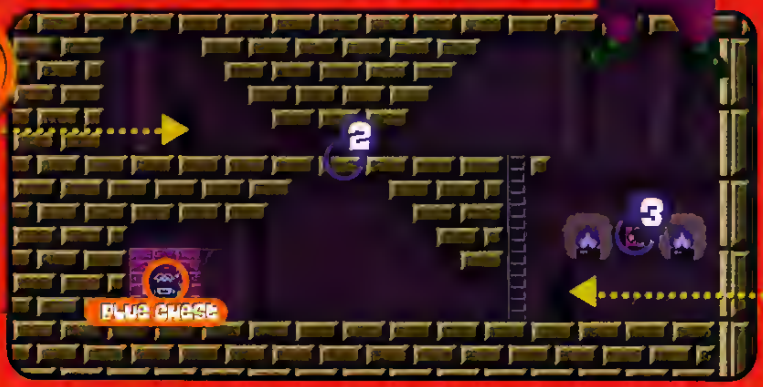
$13 RED DUNGAREES
Super Drop Smash Power-up
N6, W6, W1, N2

$17 TORCH
Burns through trees in the East
E7, N2

$59 GOLD DUST
Opens doors in Out of the Woods
N1

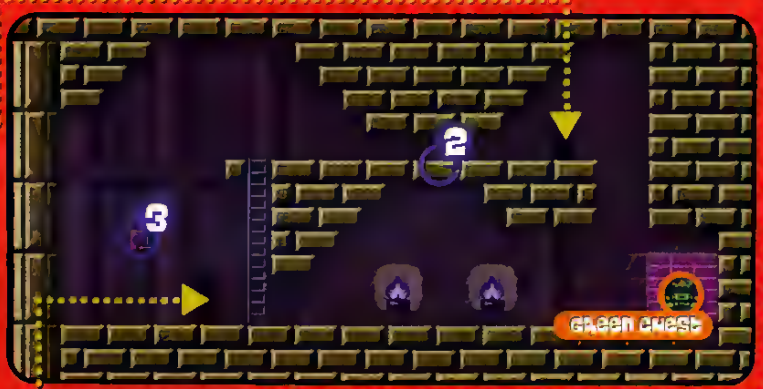
$45 SPRAY CAN
Disintegrates walls in certain levels
W6, S4, S5

1. The Owls are the only way to reach the Blue Key – visit during the day to make life easier!
2. This middle block appears when Wario seconds the GREEN treasure from W6 (Treasure #49).
3. This switch toggles the moveable wall platforms throughout the level.
4. These moveable wall platforms are toggled on/off by the numerous switches dotted around.
5. Wario needs the Super Throw Power-up (SILVER treasure from E6) to bash the blocks with this [illegible]
6. Bash this hole then knock the stove down to reach the Silver Chest.
7. There's a handy hidden platform lurking behind this pillar!
8. This switch toggles the moveable wall platforms to allow Bouncy Wario access to the Green Key.
9. Keep your peepers open for Coins and Keys on this section – some are [illegible] hidden!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. As before, it remains perpetually night until Wario collects the GREEN treasure from N6 (Treasure #69) and the BLUE treasure from W1 (Treasure #70).



E4: COLOSSAL HOLE

TREASURE TARGET

#67 BLUE EYE (RIGHT)
Opens 'face' door in Tower of Revival
CHANGES: #66
AFFECTS: S3

#41 BELLOWS
Causes glass tubes to float
AFFECTS: N4, W3

#8 WING BOOTS
Super Jump Power-up
AFFECTS: S1, E1, S5

#92 TRAIN

1. The Owls are only accessible during the day (at night they're too high up).
2. Clever use of the Pneumos allows Wario to get at those hard to reach coins and keys.
3. Wario needs the Super Smash Power-up (RED treasure from S3) to get through here.
4. A barrier blocks this door, and only the SILVER treasure from W5 (Treasure #47) can shift it.
5. Use the Snakes to leap up to high climbs, giving Wario access to the Blue Key/Chest.
6. Use the Sun to toast Wario's pants and bash out the fire blocks guarding the Green Key/Chest.
7. Lob the Spearhead straight through the platform to reach the Red Key.

ALRIGHT AT NIGHT?

The Green Key/Chest can only be collected in the Day. However, Day cannot be accessed until Wario has the GREEN treasure from N6 (#69) and the BLUE treasure from W1 (#70).

WARIO HITS WARP FACTOR FIVE,

E5: WARPED VOID

TREASURE TARGET

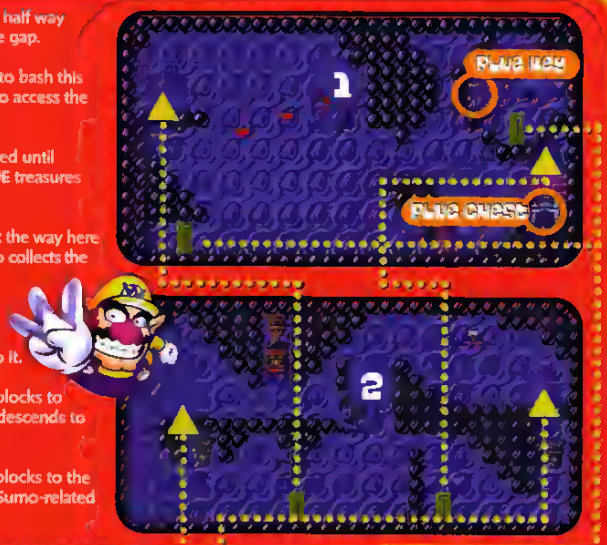
$57 WHEEL CRANK
Raises pipe in the Forest of Fear
AFFECTS: E7

$95 MUSTARD CRAYON
Colours trees on Game screen
CHANGES AFFECTS: $94, $96, $97, $98, $99, $100
Golf Mini-Game

$58 BOTTLE O' BLOOD
Calls Zombies in the Forest of Fear
AFFECTS: E7

$83 RED HEART GEM

1. Allow this platform to drop half way before leaping right into the gap.
2. You need to use Fat Wario to bash this block, allowing Flat Wario to access the right-hand door.
3. This Para-Goom isn't released until Wario has the RED and BLUE treasures from E7 (Treasures $51 and $52).
4. The strange circles that block the way here can be removed when Wario collects the GREEN treasure from E7 ($50).
5. To grab this sneakily concealed coin, enter the section as Flat Wario and drift into it.
6. Use this barrel to bash the blocks to the left (jump as the Sumo descends to avoid dropping it).
7. Use this barrel to bash the blocks to the right (again, jump to avoid Sumo-related hassles). Easy, eh?



AS THINGS GET REAL SERIOUS.

S6: THE EAST CRATER

TREASURE TARGET

#9 YELLOW GLOVE
Super Throw Power-up
W4, E3

#84 BLUE DIAMOND GEM

#43 BINOCULARS
Reveals hidden door in Sea Turtle Rocks
N6

#85 YELLOW BEANIE

1. Only a flaming Hot Wario can remove this Big Frog.
2. Use the Super Drop Smash to bash this Big Frog upwards, then jump on his back to get the Silver Key.
3. Wario needs the BLUE treasure from S6 (Treasure #54) to open up this weird portal.
4. The flames here cannot be passed until Wario grabs the RED treasure from S6 (Treasure #93).
5. Wario must throw the barrel over these platforms, then catch it on the other side – practice makes perfect!
6. This gust of air opens when Wario swipes the GREEN treasure from S6 (Treasure #53).
7. Use the Snake to set Wario's bum on fire, then leap up and destroy the fire blocks.

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times of day. It's as you'd expect really, whether it's Day or Night makes no difference when you're pottering around in the insides of a volcano. Obvious, really.

THE WARIO WITCH PROJECT...

E7: FOREST OF FEAR

TREASURE TARGET

$20 COMPACT
Reflection reveals the Warped Void
AFFECTS: E5

$51 RED KEYCARD
Releases Para-Goom in the Warped Void
CONFLICTS: $52
AFFECTS: E5

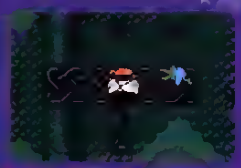
$50 REMOTE CONTROL
Removes warp circles in the Warped Void
AFFECTS: E5

$52 BLUE KEYCARD
Releases Para-Goom in the Warped Void
CONFLICTS: $51
AFFECTS: E5

1. Using Zombie Wario, jump here to magically descend to the coin below. Very sneaky!
2. This pipe doesn't open until Wario has the SILVER treasure from E5 (Treasure #57).
3. Zombies don't appear here until Wario collects the GREEN treasure from E5 (Treasure #58).
4. Only Zombie Wario can walk through the spikes guarding the Blue Key – descend with caution!
5. Bouncing across the tightrope on a Spearhead is the only way to reach this Coin.
6. The garlic will turn Vampire or Bat Wario back to normal.
7. You'll need to lob this Hammer Bot into the right position to reach the door!

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed during Night-time as well as in the Day. Sleeping enemies aside, there are no major differences between the two modes. Can you notice a pattern emerging?



comes to the forest of fear!

W1: Desert Ruins

TREASURE TARGET

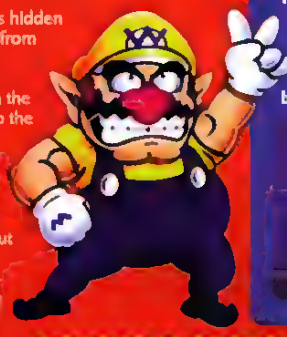
#34 SCROLL (TOP)
Removes tornado in the West
CONTAINS: #35
AFFECTS: W2

#35 SCROLL (BOTTOM)
Removes tornado in the West
CONTAINS: #34
AFFECTS: W2

#100 PINK CRAYON
Colours bricks on Game screen
CONTAINS: #94, #95, #96, #97, #98, #99
AFFECTS: Golf Mini-Game

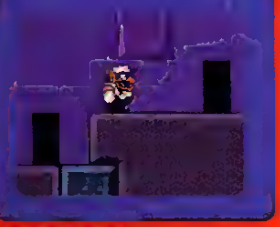
#70 SUMMONS
Removes tornado in the West
CONTAINS: #69
AFFECTS: E4, E2, E3

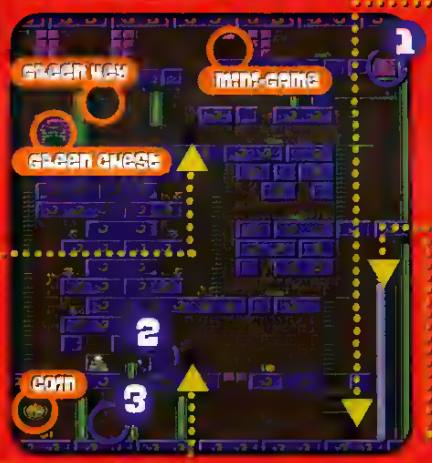
1. This block can't be moved until Wario collects the SILVER treasure from E2 (Treasure #14).
2. This is actually a hidden String Block, so be sure to use String Wario to get rid of it.
3. Chuck a Para-Goom through these columns to reach the Coin.
4. Wario can't bash out a path to this hidden door without the SILVER treasure from E3 (#13).
5. This switch toggles the platforms in the previous section, allowing access to the Sausage Boss.
6. This Moon Block is UP at Night but DOWN during the day.
7. This Sun block is DOWN at night but UP during the day.
8. Throw the poor Spear Bot through the wall to get this Coin.



ALRIGHT AT NIGHT?

All Keys/Chests can be accessed at both times, aside from the Red Chest (Night) and Silver Chest (Day) – this is as Wario cannot initially bash through the Sun & Moon blocks.





BOSS: INFLATABLE SAUSAGE

1. When Wario first drops into the area, run right to avoid Mr. Banger's first swoop.
2. If Wario is hit by the Sausage or the arrows he fires, Wario will turn into Puffy Wario and float out of the area.
3. When he swoops down, leap overhead and Drop-Smash on his head – he'll fly to the top of the screen and drop a bellows.
4. Avoiding his lethal arrows, Drop-Smash the Sausage and Drop-Smash the Bellows to score the first hit.
5. He'll start swooping again, so once more Drop-Smash his head, then Drop-Smash the bellows he leaves behind for hit number two.
6. Once more he starts to swoop. Smash him, then the bellows a third time to burst the bally blighter.
7. Once he's been popped, the red block at the bottom of the screen will disappear, allowing Wario to drop through to the Chest below.

A HAMMER DOLL? IT'S HARDLY

W2: VOLCANO BASE

TREASURE TARGET

#72 BLUE DUNGAREES
Drop Smash Power-up
AFFECTS: N1, N3

#80 BLUE RING

#76 CROWN
Removes boulder blocking Volcano

#36 TUSK
Removes boulder blocking Volcano
COMMON: #37, #38
AFFECTS: W6, E4

1. This area is inaccessible until Wario collects the RED treasure from N5 (Treasure #63).
2. Use this slope to access the Silver Key, the Boss [illegible] and that hard-to-reach Coin.
3. Only a Wario equipped with the Super Drop Smash Power-up can [illegible] his way down to this Coin.
4. To ride this cart, Wario must first collect the RED treasure from S1 (Treasure #61).
5. This cart is Wario's only way back to the start – hop on and glide across.
6. The Snake appears when Wario collects the SILVER treasure from E1 [illegible]

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Apart from the sleeping Spearheads, there are no major differences whatever time you choose to explore the level.

BOSS: HAMMER DOLL

1. When Wario first drops into the area, run quickly to the left of the screen.
2. If Wario is hit by the fast-moving hammers, he'll be turned into Bouncy Wario and hit the roof.
3. The aim is to dispose of the three barrels, so when the bottom one flashes, nip down and charge it.
4. The other barrels and the doll will drop down. Stay on the pipe, again wait for the bottom barrel to flash, then dive in and bash it.
5. Now he's on your level, so avoid the hammers he lobs straight across and head in to remove the final barrel.
6. Now he'll start moving around the screen, so dive down the small gap, then jump up to stun the blighter.
7. You now have a very limited amount of time. Run in and charge him to get rid of the wuss.
8. A hammer will descend from the top of the screen opening the door above.

W3: THE POOL OF RAIN

TREASURE TARGET

$18 GEAR
Operates the elevator in the North
CONTAINS: *19
AFFECTS: S1

$29 BLUE SKULL RING
Raises the Tower of Revival in the South
CONTAINS: *30
AFFECTS: S3

$33 FAN
Blows away wind in the South
AFFECTS: E1

$96 YELLOW CRAYON
Colours sign on Game screen
CONTAINS: *94, *95, *97, *98, *97, *100
AFFECTS: Golf Mini-Game

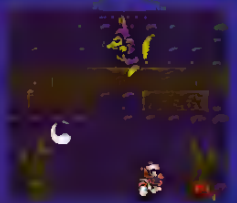
1. This door (and vine) won't appear until Wario grabs the SILVER treasure from S2 (Treasure *72).
2. Drop-Smash these poles to raise and lower other nearby poles (buckets of trial and error required).
3. This blocks the door underneath until Wario swipes the RED treasure from E4 (Treasure *41).
4. A little strategic swimming and headbutting is required to get the coins around here.
5. Although complex on first glance, the water currents are easily navigated – Treasure all, be patient.
6. Beware these bushes – they not only hide Spearheads, they also conceal tiny gaps in the floor. Aha!
7. Dodge these Pneumos in order to avoid a huge amount of backtracking.

ALRIGHT AT NIGHT?

All the Keys and Chests on 'The Pool of Rain' level can be accessed during both Day and Night. Apart from different graphics, you'll be hard pushed to notice any other changes.

BOSS: FOX WIZZARD

1. When Wario first enters the area, try to stay under the Fox. It makes it easier to dodge his projectiles.
2. Should Wario get hit by a swirling spell, he'll be mesmerised, and float out of the area (retrace your steps to get back).
3. Avoid the Fox's spells by ducking or jumping them.
4. He'll then drop a spiky ball (touch this and Wario becomes Puffy Wario) which knocks him off his feet.
5. Bash the creature to send it off the wall and into the Fox (it'll take a while to learn the right position and angle).
6. He'll cast two more spells then drop another spiky ball – wait for the creature to hatch, then send it into the Fox.
7. He'll cast another two spells and drop another spiky ball (this one bounces!) so repeat the process again!.
9. Once he's dead, you'll get access to the chest below.



A town in chaos? It must be

W4: A town in chaos

TREASURE TARGET

$19 COG
Operates elevator in the North
CHANGES: #18
AFFECTS: S1

$2 BLUE MUSIC BOX
Frees hidden figure in the Temple
CHANGES: #1, #3, #4, #5
AFFECTS: N4, N5

$65 GOLD EYE
Opens 'Snake' door in Tower of Revival
CHANGES: #18
AFFECTS: S3

$42 OCTOPUS FOOD
Makes Octopi break through barriers
AFFECTS: N4, W5

1. This switch will raise/lower the clocks in the main room.
2. These blocks are controlled by the switches in the adjacent sections.
3. Dive on this pulley to reach the Silver Chest.
4. Lob a Dougnuteer at this wall to grab the Coin within.
5. If the moveable blocks are up, use the Stove to get out of the window.
6. This switch turns on the fans in the previous section. Fan-tastic!
7. This switch raises/lowers the moveable blocks.
8. Wario needs the Headbutt Power-up (SILVER treasure from E2) to bash this block.
9. Use the stove if you need to get through this window.
10. The fans won't work until Wario collects the GREEN treasure from N5 (Treasure #44).

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both Night- and Day-time. As with many other levels, it's not drastically important to enter the level at a particular time.

BOSS: SOCCER BUNNY

1. Stay away from the space just in front of the goal – that's where the Bunny makes his first leap.
2. Should Wario get squashed, the Bunny will boot him into the net and score a goal. If he scores a hat-trick, you'll get thrown out.
3. Wait for the Bunny to land, then jump on his head to turn him into a ball. While it's in the air, charge right to sock it into the goal.
4. The surest way to score a goal is to disable the Turtle goalie by charging into him.
5. Repeat the process to score your second goal.
6. Things are hotting up, and it becomes marginally more difficult to bop the Bunny into the net, but persevere and he'll soon be trounced. Three goals is all it takes.
7. Once the rabbit's been relegated *(Hoho! - Ed)*, the Turtle turns into a nifty floating platform, allowing Wario to reach the Chest above. It's just like winning the FA Cup.

time for Wario to run riot...

W5: beneath the waves

TREASURE TARGET

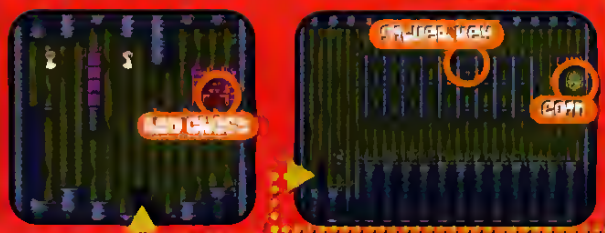
#47 DETONATOR
Detonates bombs in certain levels
S5, E1, E4

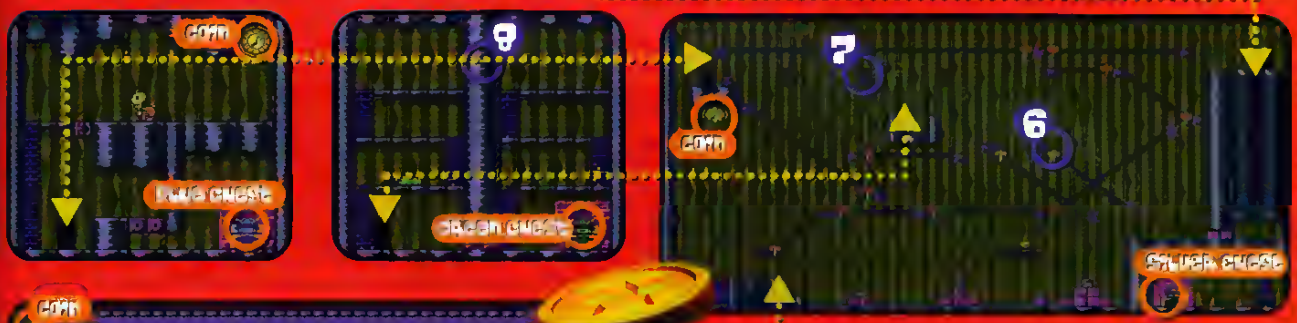
#94 RED CRAYON
Colours door on Game screen
#95, #96, #97, #98, #99, #100
Golf Mini-Game

#40 RED TEST TUBE
Causes "5t" blocks to sink
#39
N3, W5

#81 GREEN CLUB GEM

1. To make the Octopi bigger and get through here, Wario needs the BLUE treasure from W4 (Treasure #42).
2. Wario cannot get down here without the Super Swim Power-up (GREEN treasure from N1).
3. These "5t" blocks lower when Wario collects the GREEN treasure from W5 (Treasure #40) and the BLUE treasure from S4 (Treasure #39).
4. The tunnel here is hidden, but we've shaded it in red to help you on your way.
5. Only Frozen Wario can get this coin (he slides through the spikes with ease, y'see).
6. Use this pulley to haul the Silver Chest into your clutches, once and for all.
7. These spikes are extremely difficult to avoid – if in doubt, SAVE your game first!
9. You'll need to be String Wario in order to bash through this wall.





ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. As you've probably guessed already, it doesn't really matter what time you choose to pilfer the treasure.

THE END IS NEAR!

W6: THE WEST CRATER

TREASURE TARGET

#66 BLUE EYE (LEFT)
Opens 'face' door in Tower of Revival
CHARACTER: #67
AFFECTS: S3

#86 SWORD

#49 BRICK
Releases balloon in Above the Clouds
AFFECTS: S6

#82 YELLOW SPACE GEM

1. Use the cart to ride across to the Red Chest (you'll need to hop onto the second cart mid-way).
2. The Super Drop Smash Power-up (SILVER treasure from E3) is required to bash through here.
3. You can Drop Smash down to get the coin, but it's not the correct route to the Silver Chest!
4. The flames here are extinguished when Wario has the RED treasure from S6 (#93).
5. This barrier disintegrates when Wario collects the BLUE treasure from E3 (Treasure #45).
6. To reach the Silver Chest, you'll need to use String Wario and bash through the blocks below.
7. Grab this barrel and drop down to the next level in order to bash the blocks around the Blue Key.
8. Drop-Smash your way down here to access the Golf Mini-Game door.
9. Be sure to bash out ALL occurrences of these blocks before using Fat Wario to reach the chest.
10. These jumps are devilishly tricky – use your Duck Jump and SAVE the game often!

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. It's better to opt for daytime though, as there's a huge reliance on enemy hopping (which ain't easy if they're asleep).

TEMPLE BOSS: GIANT CLOWN

1. When Wario enters the area he'll be trapped – stay central and prepare to jump.
2. If Wario gets caught in the huge hands, there'll be no second chances. Lose it here and it's Game Over, baby.
3. After trying to grab you, he'll swipe his fist. Jump over it and Drop-Smash to knock it to the floor.
4. Pick up the fist and throw it up (or jump and throw) towards his nose to get a hit.
5. He'll now use a slightly different cupping swipe in addition to the previous one, which is best ducked.
6. Repeat the process as before, stomp on his fist pick it up and throw it at his conk.
7. He'll introduce another new attack now – take care!
8. As before, jump his fist, Drop-Smash it, pick it up and throw it.
9. Use the same technique to score the fourth and final hit. Game Complete!

Game explosion

Baada-boom! The Complete guide to every Game Boy Color cart released in the world ever! (Well, near as...)

10 PIN BOWLING
49%

ARMY MEN
73%

ARMORINE: OCEAN DISCOVERY
70%

BUGS BUNNY CRAZY CASTLE 4
65%

CRAZY BIKERS
92%

DOGZ
42%

720 DEGREES
43%

ASTEROX
49%

BASS MASTERS CLASSIC
45%

BUST-A-MOVE 4
95%

CROC
60%

DRAGON WARRIOR MONSTERS
99%

EM2
59%

ASTEROIDS
72%

BATTLESHIP
74%

CAESAR'S PALACE 2
79%

DAFFY DUCK: FOWL PLAY
92%

DRIVER
92%

ALL STAR TENNIS '99
69%

AUSTIN POWERS/DR. EVIL
23%

BATTLETANX
79%

CARMAGEDDON
45%

DAVID O'LEARY TOTAL SOCCER
91%

DROPZONE
92%

ALL STAR BASEBALL
90%

AZURE DREAMS
76%

BILLY BOB'S HUNTIN' 'N' FISHIN'
49%

CASPER
53%

DEJA VU I & II
79%

DUKE NUKEM
99%

ALL STAR BASEBALL 2000
79%

BOMBERMAN FRIENDS
72%

BLACK BASS LURE FISHING
36%

CATWOMAN
31%

DISNEY'S BEAUTY AND THE BEAST
59%

EARTH WORM JIM: ITTY
61%

BOTS
71%

BALLISTIC
74%

BLASTER MASTER: ENEMY BELOW
79%

CATZ
42%

DISNEY'S A BUG'S LIFE
42%

ESL HARDCORE REVOLUTION
34%

BUBBLE BOBBLE
25%

CENTIPEDE
39%

DISNEY'S DINOSAUR
55%

EVIL ENGINEER
69%

BUGS AND LOLA
67%

CHASE HQ: SECRET POLICE
49%

DISNEY'S TARZAN
94%

FIFA 2000
22%

BUGS BUNNY CRAZY CASTLE 3
64%

CONKER'S POCKET TALES
96%

DISNEY'S TOY STORY 2
49%

F1 RACING CHAMPIONSHIP
94%

Game Explosion

Jim Henson's Muppets

A badly-hatched platformer too, get it off.
23%

Konami GB Collection Vol.4

Whatever. Another mixed bag it's nothing special but not awful.
91%

Marble Madness

Looks good, sounds good, plays bad. Shame.
53%

Mortal Kombat 4

Oh dear. A terrible conversion of a tedious title.
14%

Game & Watch Gallery 2

Fantastic LCD collection of classics, like Donkey Kong.
93%

Harvest Moon

A fun farming RPG? You betcha!
91%

Joust/Defender

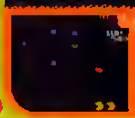
Perfect pairs of simple-yet-super arcade classics.
95%

Las Vegas Cool Hand

Don't take a gamble on it. Appallingly basic.
41%

Mario Golf

A apparent dire, and links up to its N64 big brother, too.
92%

Ms Pac Man

For the gals – supposedly. No different from Mr Pac Man.
73%

Game & Watch Gallery 3

Simple, retro fun with five minigames.
92%

Nemesis

Utterly confusing puzzler.
79%

Kirby's Dream Land

It may be mono but the little puffball plays magically.
91%

Legend of the River King

Massive waste of RPG and rod-casting. Pish & quit.
93%

Mask of Zorro

Don't even get it for the pics of Catherine Zeta Jones.
23%

NASCAR Challenge

Like NASCAR, more NASTY. Appallingly basic racer.
23%

NFL Deep Cover Gecko

A reasonably good platform outing for the annoying lizard.
73%

Hot Wheels Stunt Track Driver

Pure, short-term fun for one or two dinky drivers.
76%

Kirby's Pinball Land

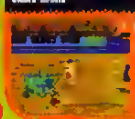
A small little more effort. One of the best pinballers.
99%

Zelda: Links Awakening

One of the Game Boy's great. Small and beautiful.
95%

Men In Black

Just the award for Worst Game Boy Game Ever.
9%

NBA Jam

Two-on-two hoop-shooting. Enjoyable for a while.
65%

Godzilla: The Series

Dynamic graphics, but simplistic gameplay.
65%

Hollywood Pinball

Lots of tables but they're all terrible. Try Kirby.
41%

Men Gruffey Jr.'s Slugfest

Great graphics but poorly programmed baseball sim.
53%

Logical

Top marks for originality stamp about the end result.
53%

Metal Gear Solid

Super cool stealthy spy action. Simply a must-buy.
93%

NHA Pro '99

Not perfect but now with team play. A wise alternative.
74%

G.I. Joe: The Road to El Dorado

Simplistic plot that fails to do anything different. Dull.
62%

International Karate

An '80s fighter that plays just right on Game Boy
92%

Klax

A quality puzzler from the old Atari days.
76%

Looney Tunes Collector: Alert

A decent shot at doing Pokémon with Bugs Bunny.
93%

Mickey's Racing Adventure

Missing one adventuring in one nice package.
79%

NFL Blitz

Ugly, unplayable mess of a game. Avoid.
15%

Grand Theft Auto

Ambitious port of the PC crime-'em-up. Fun.
91%

International Track & Field

Typical two-player laughs, 10 events, top stuff.
93%

Klustar

A new twist on Tetris, which fails miserably, sadly.
39%

Looney Tunes: Carrot Crazy

Gorgeous graphics and sounds, with top gameplay.
91%

Micro Machines Turn Turbo

Top value with both GBV games in one. Nice visuals.
92%

Doomworld Adventures

Amazingly monotonous, monotonously boring maze.
19%

Jeremy McGrath Supercross 2000

Micro Machines on dirtbikes. Surprisingly good.
74%

Knockout Kings

Fast-paced fighting fun. One of Game Boy's best.
92%

Looney Tunes

Limited graphics and muted sound but lovely to play.
74%

Missile Command

Almost arcade-perfect gorgeous and dull on Game Boy.
39%

Doomworld 2

Slight improvement on the original but annoying.
29%

Konami GB Collection Vol.4

Four games of retro graphics and old skool fun. Tons!
90%

Lucky Luke

Neat little platformer but a tad too easy.
91%

Mission: Impossible

Looks basic compared to Metal Gear but still solid fun.
74%

Pacman: Special Edition

Insanely retro classic, with tetris-like sub-game.
96%

Konami GB Collection Vol.3

Two good games and two bad for your money.
79%

Madden NFL 2000

A stripped-down sim but fun for US footy fans.
72%

Moomin's Tale

Charming but pleasant platform antics.
90%

Perfect Dark

Superb shooter starring slinky catsuit wearer Ms Dark.
91%

Konami GB Collection Vol.2

Frogger, Block Game, Track & Field, Frogger. All superb.
61%

Magical Tetris Challenge

The fun just got better. And with Mickey Mouse too.
90%

Montezuma's Return

Remake of an '80s game rolls. Simple, classic fun.
71%

Pitfall: Beyond the Jungle

Yet another useless game Betrayed by Mr Craft.
63%

POCKET BOMBERMAN
Bomberman in a platformer? Stick to your mazes, mate.
65%

RAMPAGE WORLD TOUR
Mildway: Same old, same old. Only buy if you're having trouble sleeping.
19%

SHANGHAI POCKET
Mahjong tile puzzlers have never been so much fun.
79%

POKÉMON RED/BLUE
Nintendo: You haven't lived until you've lived a Game Boy...
90%

RAMPAGE 2: UNIVERSAL TOUR
Slightly better than the original but still lacklustre.
35%

SNUFF'S NIGHTMARE
Unimpressive platformer starring those hankie's blue helpers.
54%

POKÉMON YELLOW
Pokémon nonsense? Then Yellow is just the ticket.
91%

RAYMAN
Ubisoft: Top-quality 2D platforming from Mr Floaty-limbs.
92%

SPACE INVADERS
Perfect game of classic coin-op, with a modern twist.
75%

PONG
Mildway: Valiant attempt to update the game that started it all.
15%

RENDY 2 RUMBLE BOXING
Nintendo: Rumble alert. FMV, smooth, but where's the fun? Dodgy.
49%

SPACE STATION SILICON VALLEY
Infogrames: Top marks for the idea, but too weird for its own good.
56%

TOM AND JERRY
Hi-tech-tricky platformer with no real surprises.
52%

TUROK: RAGE WARS
Acclaim: Not perfect but Turok's first GB outing is the best yet.
79%

WCW NITRO
Nintendo: One of the best grapplers on Game Boy but could be better.
71%

PICK CHINT
Fun-size pool table on Game Boy screen? Forget it.
66%

ROADSTERS
Titus: Fast-but bland racer that feels unfinished. Steer clear.
35%

SPEEDY GONZALES
Speedy hardly lives up to his name in this tiresome plat.
51%

TOMB RAIDER
THQ: Lara may be flat but she still captured our hearts. Buy it.
90%

TUROK 2: SEEDS OF EVIL
Merely average port-in conversion of N64 shooter.
53%

UETRIS
Infogrames: A great way for a puzzle buff to get programmed.
50%

PICK SHIFT
Take: A fun puzzle/Breakout clone hybrid. Pretty good actually.
92%

RONALDO V-FOOTBALL
Infogrames: An OK 3D effort that fails to live up to Ronaldo's star status.
73%

SPY VS SPY
Kemco: Nice conversion of classic '80s spy-em-up. A retro gem.
95%

TONKA RACEWAY
Hasbro: Re-Volt 3D racer with rumble. Junior drivers only.
65%

ULTIMATE PAINTBALL
Mindscape: Watching paint dry is more fun. A dire, dire game. Avoid.
13%

WINGS OF FURY
Nintendo: Perfect port of '80s WWII arcade shoot-em-up.
95%

STAR WARS EPISODE I RACER
Kemco: Mid racing lasts enough on Game Boy but it's still fun.
79%

TONY HAWK'S PRO SKATER
Activision: Skinny arms, stunt aim. Mr Hawk would not be proud.
53%

V-RALLY EDITION '99
Infogrames: Great graphics. OK gameplay. Shocking lack of two-player.
62%

WORMS ARMAGEDDON
Infogrames: Turn-based comic PC conversion. Looks glitz but fun for just...
69%

STREET FIGHTER ALPHA
Capcom: Criminal lack of two-player lasts but a great fighter.
76%

TOONSYLVANIA
Ocean: Sharp graphics but screwy soon it all before platform plat...
51%

VEGAS GAMES
THQ: Rubbery-packed but ultimately pointless casino simulation.
35%

WWF ATTITUDE
Acclaim: Simple but firmly honed and playable wrestling fun.
77%

QUEST FOR CAMELOT
Titus: Text-heavy RPG that tries to be Zelda but fails.
71%

RUGRATS: THE MOVIE
THQ: It's no Mario platformer but is simple fun - while it lasts.
73%

SUPER MARIO BROS DX
Nintendo: Crammed full with Mario goodness. Pure retro heaven.
95%

TOP GEAR RALLY
Kemco: Fast rumble sort-of down by an average race game.
75%

WACKY RACES
Infogrames: Cartoon racers come alive on an Indy-square sort. Great.
90%

WWF WRESTLEMANIA 2000
THQ: Lush graphics and lots of moves but sluggish play.
63%

R-TYPE DX
Nintendo: Same old shoot 'em 'em but original - shoot-'em-up.
93%

RUGRATS: TIME TRAVELLERS
THQ: Cheeky and clever fail to break new ground.
72%

TETRIS DX
Nintendo: One of the best games ever but not better than...
93%

TOP GEAR RALLY 2
Kemco: Fast, fun and handles well. The best Game Boy racer yet!
95%

WARIO LAND 2
Nintendo: Nearly new, the immortal Wario, smooth as platform...
90%

XTREME SPORTS
Infogrames: Nice graphics but only five sports. Fun while it lasts.
75%

RAINBOW SIX
Take 2: Slow, fiddly, not much fun - even for true strat fans.
70%

SWORDQUEST CLASSIC
Kemco: Old-school RPG marred by frustrating gameplay.
32%

TIGER WOODS PGA TOUR 2000
THQ: Big name, but Mario Golf beats the plaid pants off it.
61%

TRIPLE PLAY 2000
EA Sports: A minor-league baseball sim with basic but 'n' ball action.
59%

WARIO LAND 3
Nintendo: Wario returns to show how platformers should be done.
95%

YOGI STORIES
THQ: Good idea, dreadful game, what a wasted opportunity.
39%

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